THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

ISSUE 32 ■ MARCH 1992 ■ £2.95

Completely Devastating!

- How CD-based software is set to change your Amiga for ever
- The first 45 CD titles reviewed
- Exclusive first peek at the A690 CD-ROM drive for your Amiga



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Top Banana

Shockingly original graphics plus classic arcade fun gameplay make up Hex's cracking playable demo.

A500Plus Knightmare tweak
Bringing all A500 Plus owners what they wanted

Sequencer One sound samples
A set of excellent samples for use with your sequencer



Air Warrior

Take to the skies for a flying adventure: or fight by phone!

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NO COVERDISK?
THEN ASK FOR IT FROM YOUR NEWSAGENT

PLUS: Two totally new ways to get the best from your Amiga!

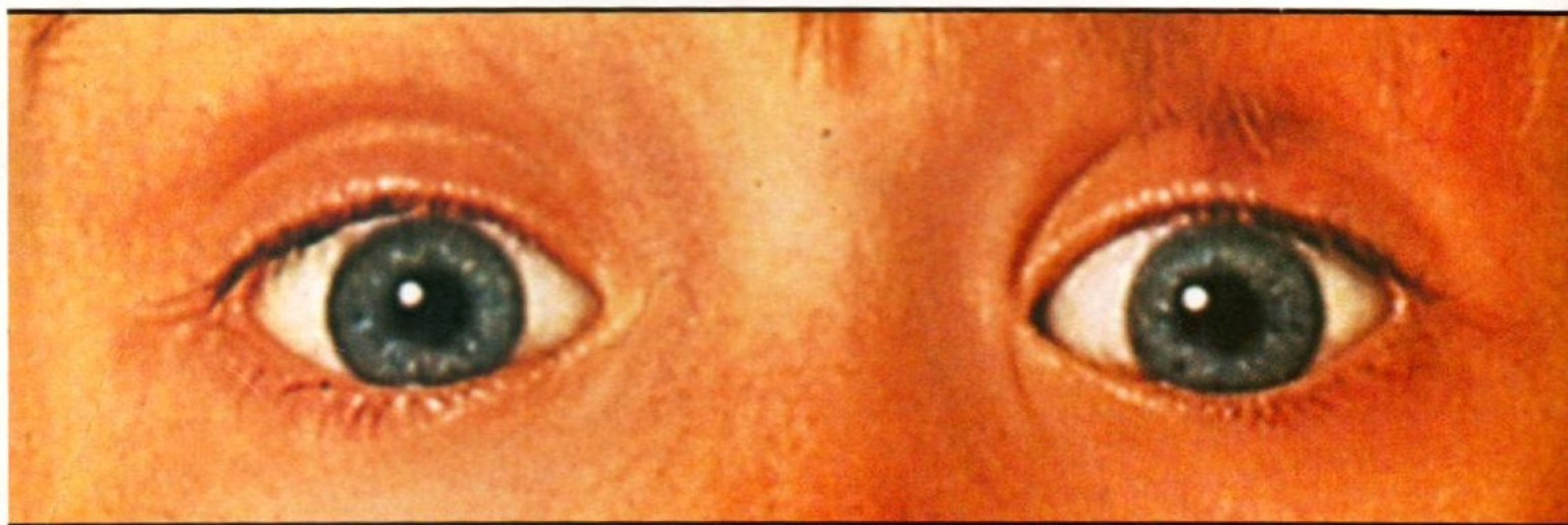
- Learn to play keynoards with Miracle
- Edit your own home video productions

CHECK OUT SCREEN PLAY FOR TOP GAME REVIEWS: The stunning **Heart of China,** the devastating **Robocop 3,** and find out what *we* think of the No 1, **WWF Wrestling!**
PLUS: Have the team behind the classic **Rainbow Islands** done it again with **Realms?**
WANT TO DO SOME SAMPLING? Read our complete guide to the theories and practise
STARTING OUT WITH THE AMIGA? Beginners turn to Page 197 now to get on the way

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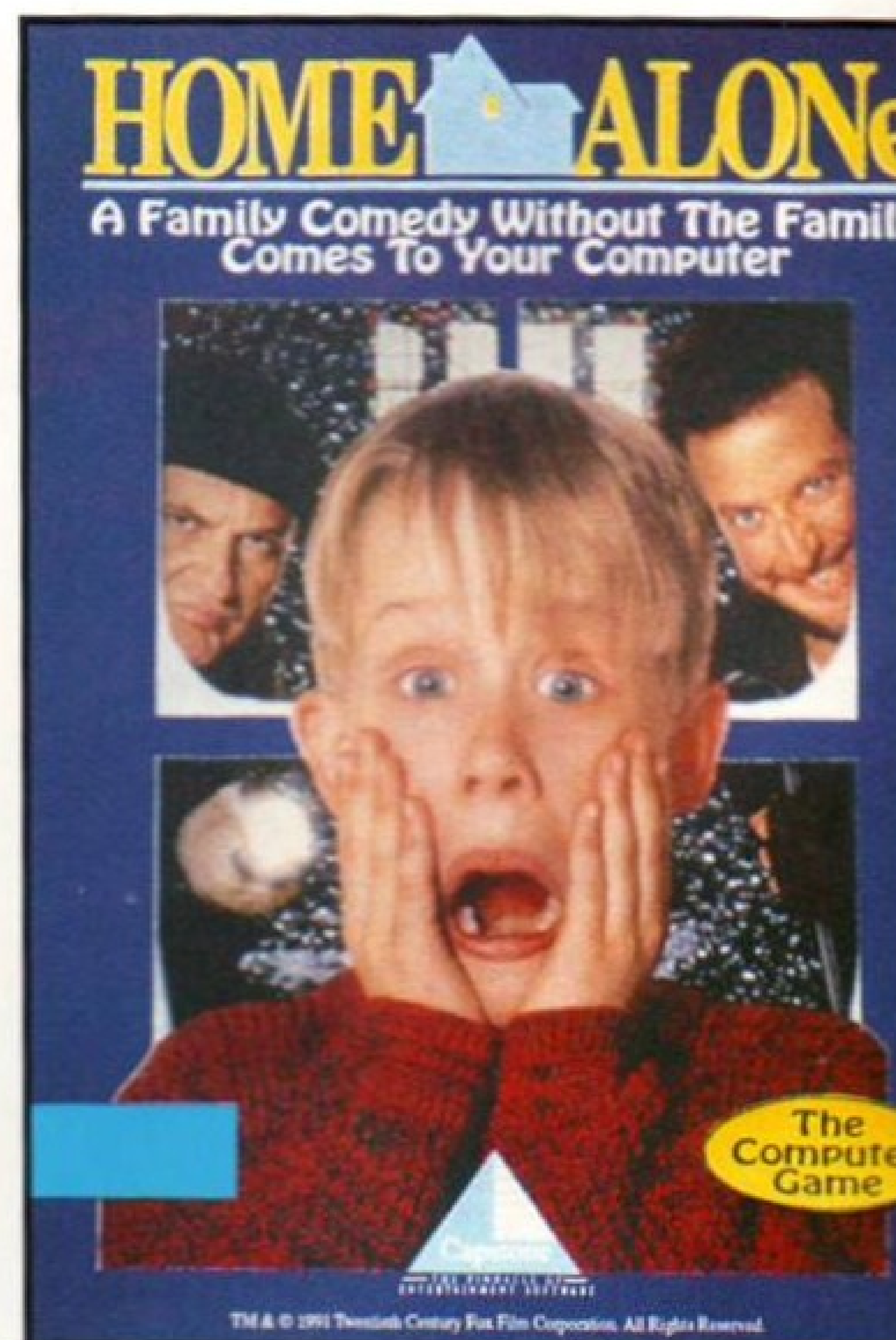


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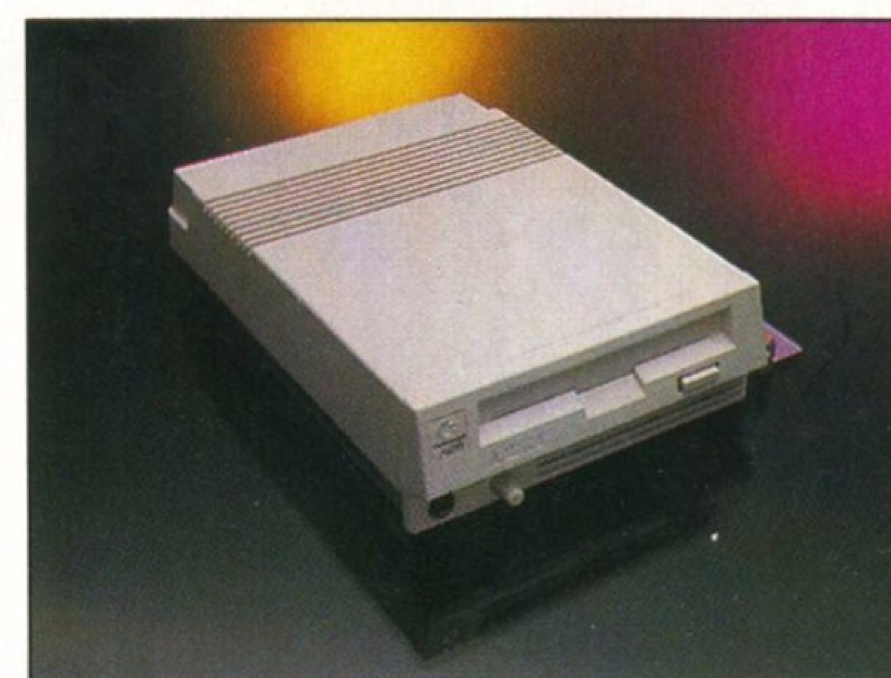
Quote of the month:
"All publicity is good, except an obituary notice."

Member of the Audit Bureau of Circulations.



Registered Circulation
115,158
Jan - June 1991

News



IN NEWS
The A690 CD-ROM drive for the Amiga is almost here! Find out the latest details of its imminent release and see the first pictures anywhere.

Screenplay



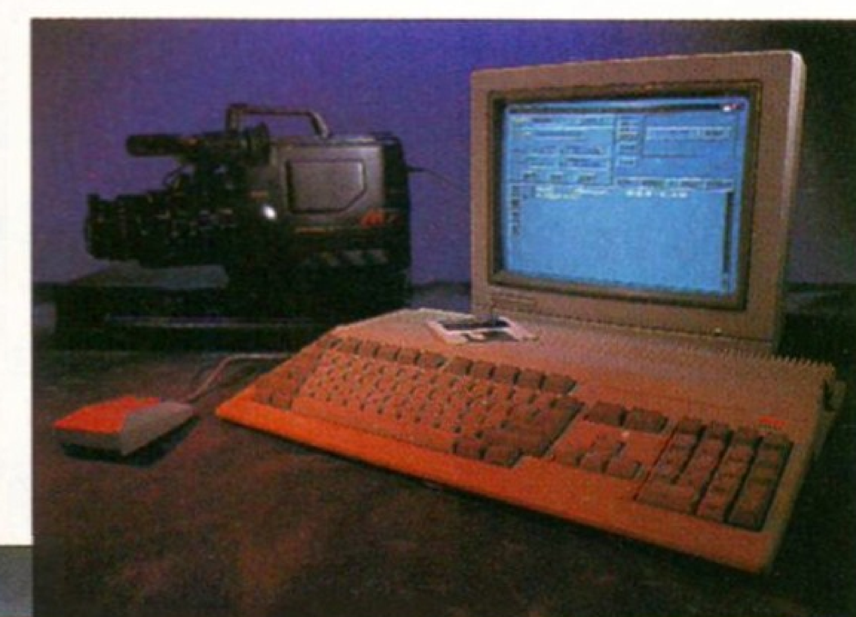
REIEWED:
Heart of China
Sierra continue their subtle development of the graphic adventure and come up with a complete winner!



IN GAMEBUSTERS
If you're making like a marooned spave traveller – you're stuck on *Another World* – then this is the tips section you've been waiting for!

Reviews

REVIEWED:
Video Director
An exciting new idea for your Amiga brings you the ability to edit video tapes and create your own complete productions





REVIEWED:
Miracle
Another amazing new idea: learn to play keyboards in the comfort and safety of your own Amiga!

Regulars



IN PUBLIC DOMAIN
Check out the PD demos section to see the epic *Odyssey* animation: five disks of stunning, atmospheric graphic excellence!



Completely Devastating? 23

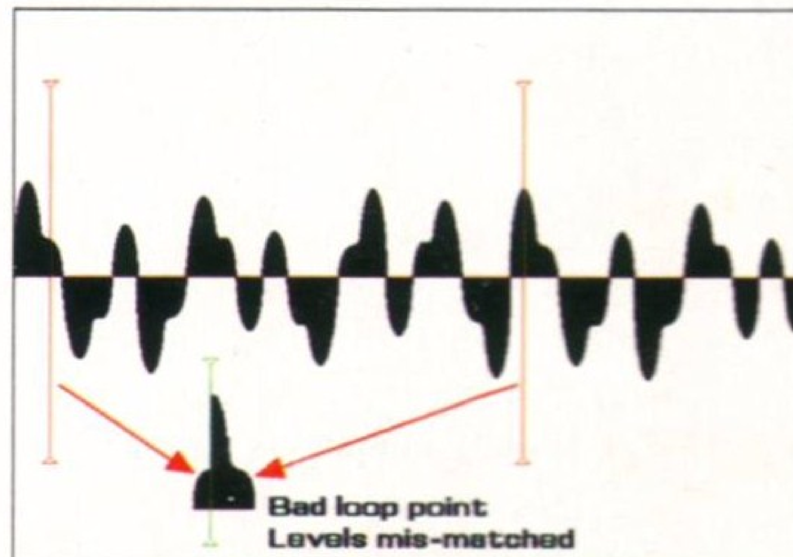
Compact Disc software is all set to change the Amiga for ever.

Next month should, if all goes to plan at Commodore, see the release of the A690 CD-ROM drive which will enable A500 owners to run CDTV software.

The question remains: is it going to be worth spending £300 to play this software? That's why we're taking a look at all 45 of the CD titles that are currently available, to help you form an opinion of whether this really is the great step forward for the Amiga that we've all been expecting... or not!

New samples for old 142

Only two issues ago, our massive Christmas special issue brought you £90 worth of excellent music program, which you can use to construct your own songs from sound samples. But how do you go about getting new samples to use? Let's take a look...





Getting to grips with Workbench 197

If you're new to the Amiga, learning how to use the Workbench properly can not only be useful for day-to-day jobs; it also helps you understand the Amiga.

Welcome to Amiga Format!



Damien Noonan, Editor

Hello and welcome to *Amiga Format*, the world's best-selling magazine for Amiga owners! Every month we deliver the most complete picture of the Amiga scene, so whether you're new to the computer or an old hand, there's sure to be plenty in here that you will find useful and enjoyable.

Every month, the magazine is split schizophrenically into the frivolous and the purposeful. There's news and reviews of everything on the games scene as well as in the world of hardware and what we call 'serious' software (useful stuff like word processors, creative stuff like graphics and music programs and useful utilities). Then there's PD Update, which picks out the best from the latets in free software.

Special sections of the magazine are set aside to helping you with your problems: Gamebusters for game cheats and hints, Workbench for any other Amiga hassles!

This month, we've introduced a couple of new ideas which I think you might find interesting. There's less pages of actual game reviews, but we've concentrated on the big releases: the ones you've been waiting for, as well as the ones you had no idea were on the way but have turned out to be total stunners.

And in Cheap 'n' Cheerful, the new budget (or should that be budgie?) games section, you'll find reviews of all the latest releases in high-value, low-price games and game compilations.

We've also given the 'serious' reviews section a bit more of its own identity, with a new couple of pages describing new releases in software and hardware that are now available for sale: a kind of 'previews' for the practical part of the magazine.

And next month will bring another exciting new development: but that's secret! Find out about it on March 12!

COVERDISK over the page...

COVER DISK 32 AMIGA FORMAT



Top Banana
Shockingly original graphics plus classic arcade fun gameplay make up Hex's cracking playable demo.

A500Plus Knightmare tweak
Bringing all A500 Plus owners what they wanted

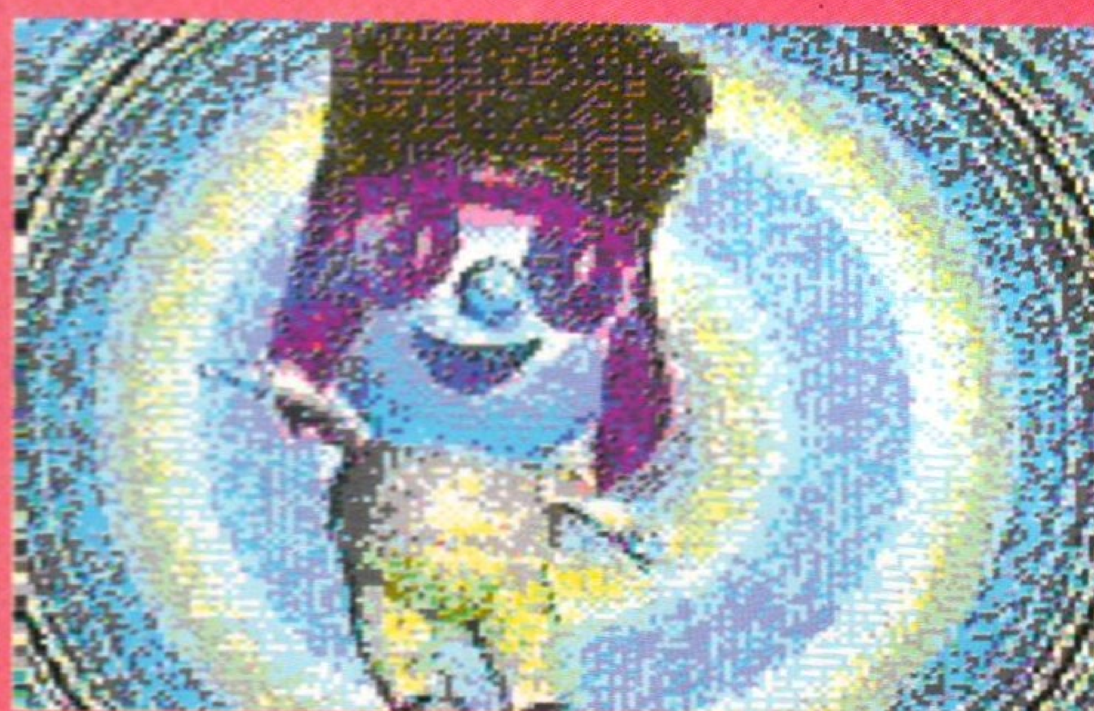
Sequencer One sound samples
A set of excellent samples for use with your sequencer



Air Warrior
Take to the skies for a flying adventure: or fight by phone!

A 500 Plus Compatible • A 500 Plus Compatible

Top Banana



The graphics are weird, hip and completely original. The sound effects are weird, hip and completely original. But the gameplay is pure arcade classic! get a taste of it for yourself in this great playable demo from the up-and-coming new team Hex.

Air Warrior



Flight sims are one of the most enduringly popular kinds of game, but this one adds a whole new angle. You'll be able to fly around and discover a 3D landscape unfolding before you, but if you have a modem you'll be able to go on-line with On-line and dogfight against other Air Warrior pilots!

Free samples!

No, not trial-size new Neon Ultra Biological: here's a set of sound samples you can use with Sequencer One or any sample-based song-writing system, courtesy of Gajits.

Knightmare fix

If you are an A500 Plus owner disappointed by not being able to use last month's Knightmare demo, this will cure those non-playing blues!

COVER DISK 32 AMIGA FORMAT



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Air Warrior
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Coverdisk

Packed on the piece of plastic this ish is that visual assault on your retinas below. Top Banana, strange but fun. Also a flight sim for 40 pilots, Knightmare for the Plus and Seq One samples.

GETTING STARTED

Turn on your Amiga and put the disk in. After a few moments of disk activity, the Control Console 'front end' menu will load. It's very, very easy to use – just move the mouse pointer to the box that you want to select, and click with the left mouse button.

All right, 512K users who just clicked on *Top Banana* will have noticed that it didn't work. To actually play *Top Banana* with 512K of memory, you need to reset (press Control and the two keys either side of the space-bar) and hold down Control and D. When the message "Break – CLI" appears, type in this and press Return:

1banana/Top

That's about it really... Oh yes, to run *Air Warrior* you just select quit from the menu. The program will load. I know this is a little strange, but *Air Warrior* is a very memory-intensive program and doesn't like other programs like Control Console.



This is the screen that you should get after starting the Coverdisk. Just click on the item you want (512K users should read the Getting Started box for information on loading *Top Banana*).

A LEGEND IS BORN

Undoubtedly the oddest Amiga release to date, *Top Banana* started off on the Archimedes range of computers. Although ugly as sin, it does at least play well – just because you can complete the demo once, don't think that you can complete it every time. It's more subtle than that.

For instance, if you start making a real effort to collect the hearts that sometimes appear, the game notices your efforts and makes them change colour more quickly. To collect a full set is therefore a real achievement – you have to sort of sneak up on the game, so that it can't tell what you're up to. A tricky game and no mistake.

The full game lets you change the strange in-game sound effects and edit the main game graphics with a program like *Deluxe Paint*. Also, you can back the game up (although you need the original disk in order for it to run). Maybe it's not pretty – but Hex Software do at least let you do more with their game than just play it. The shape of games to come? Probably not.

TOP BANANA

Hex Software PAL/NTSC

Just what is a *Top Banana*? The opposite of a bottom banana of course, but that's a fruit of a different colour. Actually, *Top Banana* is a fun little platform game that pits you and the power of love (ie shooting bad guys with heart-shaped sprites) against the onslaught of ecological doom.

The demo on this month's Coverdisk is basically the same as the first level of the full game. It's set in a rainforest, so the bad guys are chainsaws, bulldozers and other assorted slash 'n' burn types. Just plug them with a heart and collect the token – if the token is a heart and you get a full set (displayed at the bottom of the playing area) then you'll get a bonus life.

Control is very simple: use a joystick to move left and right, up will make you jump and fire releases a heart in the direction you're facing. Just bear in mind that the hearts don't go very far – the power of love is obviously not what it used to be.

Beware of hanging around too long. The water level rises as the ice caps melt, and you can't swim. You only have two lives in the demo, so keep moving up towards the top. There are two stationary lethal sprites that are detailed on this page – just shoot them with a heart before running into them. The tap, by the way, turns the water off: Once you have reached it you can take things more easily.

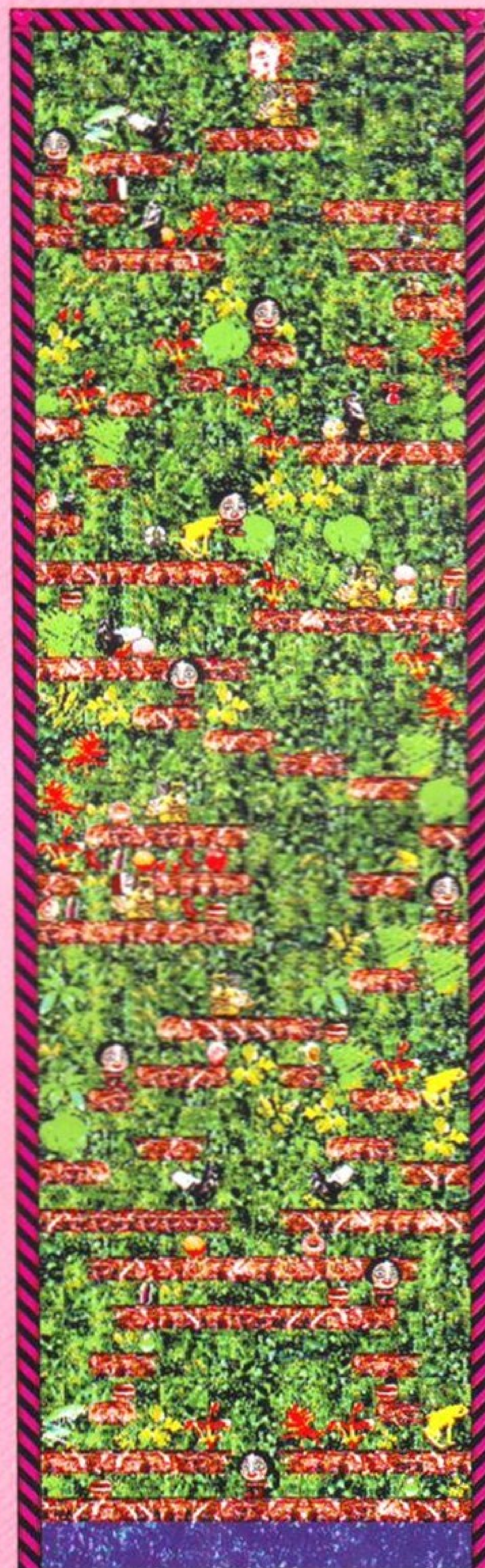
One thing to beware of is being too cocky and edging towards the bad guys. The collision detection is really mean – one pixel too close and you're history. Personally I found this really frustrating, but then again if it was more accurate then the game would be really easy to complete.

So play it safe and don't take chances. Also, the little beasties are just as lethal as the big guys, so treat them with more respect, because they're harder to hit.

That's all there is to it really. Once you've got to the head at the top, you will fall back down the screen. Move left and right to collect as many bonus tokens as you can; once you've reached the bottom of the level again, that's the end of the demo.



Here are the two items that you should avoid in the level. Just shoot them, and they'll swell up. Then you can collect them for a bonus.



This is the complete demo level of *Top Banana*. Just hop along, going up as quickly as you can, and shoot the bad guys. That's all there is to it really.

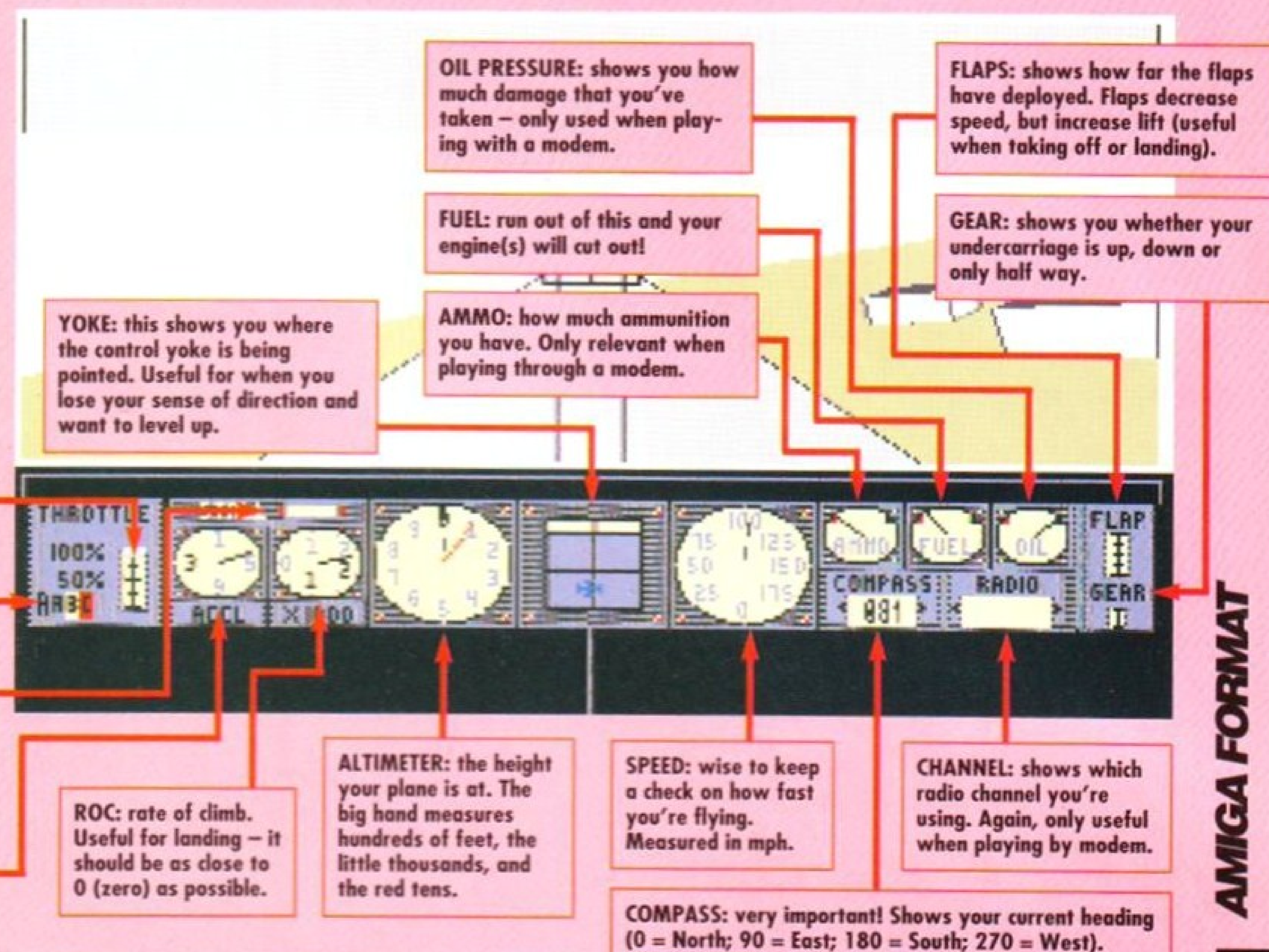
Air Warrior

Kesmai/Online L/NTSC

SUPERSONIC FLIGHT SIMS suck. There's only so many times you can launch a missile at many miles distance and see a blip vanish from your radar screen. Ah, to go back to the days of true dogfighting, when technology was measured in horsepower and you had to see your opponent to score a kill...

This is a unique flight sim. It lets you fly planes from WWI, WWII and the early jet era, as well as simulating a few vehicles for when you want to attack on the ground. Sounds pretty normal? You haven't heard the best part yet.

Air Warrior is a terminal game, which means that you can play against human opponents via a modem. Up to 40 pilots can play in the skies of a virtual battlefield, all competing to outfly the opposition and fill them with lead. I find that *Air Warrior*, is played with a modem, it is the most satisfying flight sim ever – because the opponents are human, rather than dumb computers. Naturally you can chat with them while you're trying to blast them out of existence. An odd but rewarding experience.



EXPANDABLE SYSTEM

Air Warrior looks and sounds pretty dull on the Coverdisk, but it can be prettied up. If you put sound samples with certain names in the Air_War drawer, then they will play instead of the built in droning noise. So you can have a different sound for a jet engine, bailing out, guns firing, and so on.

You can't do this on the Coverdisk itself though, because there isn't any space on it whatsoever. To put *Air Warrior* onto a different disk, first load Workbench. Format a blank disk if you haven't got one handy. Double click on its icon – an empty window will open.

Then put the Coverdisk in, double click on it, and click and drag (hold the left mouse button down) the Air_War drawer and plonk it into the Empty window. After several disk swaps, the drawer will be copied over to the Empty disk.

To run such a version of *Air Warrior*, you will have to load Workbench first – but it does give you the most space on a disk to use custom sounds in your games. You can also use different plane views, although there are none on the Coverdisk and they are not common yet. More details on this can be found in the *Air Warrior* notes on the disk, and we might release plane views on future Coverdisks.



Here's an example of a graphic view – the cockpit of a FW190. The mode (graphic resolution) of a picture is very important – you can't load in a low resolution picture if your *Air Warrior* is set to high resolution.

To load ***Air Warrior*** from the Coverdisk, just click on quit from the menu. Some messages will appear, explaining a few ins and outs of the disk – don't worry if you can't read it fast enough, because it will reappear as you play the game.

The most important thing to understand at first is that there are no opponents unless you connect to the main service at Online via a modem. You cannot shoot, and you cannot bomb. This is disappointing, but unless you learn to fly well you haven't a chance against seasoned *Air Warrior* players. Believe me – I've been shot out of the sky dozens of times.

Once loaded, the game will display the picture as on the Coverdisk label. Press the right mouse button to access the menus – quite a few, aren't there? Obviously you just want to get airborne, so if you can't wait then continue reading the "First flight" panel.

Every time that you change something on the menus, the game attempts to save that change back to the disk. The best thing to do is to run the game from cold (switch your machine off for about five minutes, then load as normal) with the game write enabled – you can't see through the hole in the corner. That way, it can save the changes, and there's no chance of a virus getting onto the disk.

As set-up on the Coverdisk, *Air Warrior* will respond to the mouse only. The game cannot use a digital joystick (the conventional switched joystick type beloved of computer gamers the world over).

However, you can plug an analogue joystick in and

Continued overleaf

use that, assuming that you are lucky enough to own one. There is a wiring diagram within Workbench this issue (Page 207) to show you how to wire-up a PC analogue joystick to your Amiga – a correct one this time.

More information on controlling the game can be found in the *Air Warrior* notes contained on the Coverdisk (just click on this option from the Console menu). There is a fairly comprehensive listing of all the controls in the About menu within the game. This is well worth a look before you fly.

To read this, load the game, keep the right mouse button pressed, and move the joystick up and to the left (to the Control menu). Move down to About, and let go of the mouse button. When you've finished studying this, click on the box in the top left corner of the screen with the left button.

You maybe interested to learn that Air Warrior is not a new game – Mac and PC versions have been around for years. However, now Amiga owners have the chance to compete in the best flight sim ever!

PLAY FOR REAL!

To connect to Online's *Air Warrior* terminal system you will need; a) a modem of at least 1200/1200 speed; b) a cable to connect the modem to your Amiga; and c) a telephone socket to plug the modem into.

Load Workbench, then put the Coverdisk in and double click on it. Double click on the Air_War drawer, and finally on the AirWarrior2.5a icon. After a couple of disk swaps (if you haven't got a second drive) the simulator will load as normal.

Next, go to the Control menu and select Online mode. Then go to the Setup menu and select Dial. The modem will dial the Air Warrior number (UK only) and you will then connect to the terminal server. Type "online" to begin.

The first thing you have to do is get some credit on the service, so have your credit card ready. Online Air Warrior only costs £1.50 plus VAT, which is pretty good considering how much 0898 numbers or full-price disk games cost. After that, the system will guide you through. Oh, and one final thing – nearly all *Air Warrior* players start after 10pm at night, to save on the phone bills. See you there!



Here's a view from the Online game itself. A Spitfire, piloted by Lone Wolf, flies past. He's just waiting for me to get airborne... In common with all experienced pilots, Lone Wolf bends over backwards to help novice players (before shooting them down).

FIRST FLIGHT

The easiest planes to fly are the World War I types – avoid the Dr I (the Fokker triplane) as the views are a bit restricted. The DVII is much easier to cope with for your first flight.

To select it, click and hold the right mouse button, move the mouse up and to the left to the Transport menu. Then move down to WWI Planes, then right and down a bit to the DVII – let go when you're there.

The page will disappear, being replaced by the Coverdisk message. This happens every time you go from the menu 'front end' to the flying bits and vice versa. Don't let it bother you. (If you want a chance to read the message, just select quit from the Control menu.)

You will end up looking out of the cockpit of your airplane. Remember, it's a biplane, so it has two sets of wings (pretty obvious really). Right, let's get airborne.

First, press the '8' key to start your engine. Press the '7' key to push the throttle all the way (you could press the left mouse button and push the mouse away from you, but the '7' key is faster when taking off). You'll start taxiing very quickly – these old planes can take off in a very short space, so get ready for flying speed.

How can you tell when you're at flying speed? Easy, just look at the Stall indicator. When this changes from red to white, you are able to take off. Wait a couple of seconds to gain some extra speed, then pull the mouse gently towards you to take off. Don't pull back too sharply or the plane will lose speed and crash. And don't bother trying to raise your undercarriage (the ';' key) because these planes can't!

Gain some height before trying anything else – it's wise to be at least 10,00 feet above the ground before trying anything. You'll be amazed at how fast these planes can manoeuvre – their only let down is they don't go very fast.

Places of interest: if you head away from your starting point at about 190, you'll come to a factory. Try flying between the two chimney stacks without ploughing into the ground on the other side – it's not at all easy. Or, you could try flying to a different airfield and landing – head at about 180 from when you take off.

Once you get bored of wallowing around the sky, you can quit flying by pressing the Esc key, then E, and finally Return. Or you could attempt to get back down to earth again...

Reduce speed to about 15 per cent (by keeping the left mouse button pressed and pulling the mouse back). To line up for final approach, use the rudder; the A key moves the rudder left; the D key moves it right; and the S key centres it. Your plane must be virtually level and flying slowly to avoid crashing. Good luck – it's difficult!

KNIGHTMARE FIX

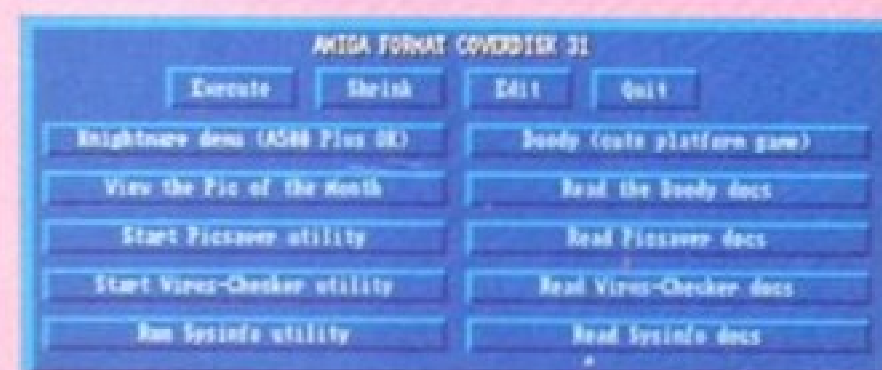
Tony Crowther PAL/NSTC

Many, many new A500 Plus owners were disappointed that the *Knightmare* demo from last month's Coverdisk did not work on their machines. After exhaustive checking, the author of the demo (Tony Crowther) found the reason why. One bit (binary digit – an 'on/off' switch in memory) was flicked the wrong way.

The Fix on this Coverdisk will change last month's disk to work on all Amigas. Have last month's Coverdisk to hand, load this month's disk, click on the Fix option and follow the on-screen prompts. Just put last month's disk in when asked, the program will change it, and then put this month's disk back in.

One word of caution: never run the Fix on the same disk twice! The reason why is to do with the way the Fix works. It takes the old *Knightmare* demo, and adds a little bit to the beginning and end, then saves the new, bigger file back to last month's disk.

If you do this again (add a bit to the beginning and the end) then it won't work. Now everyone can enjoy the demo!



This is the new menu for Coverdisk 31. The Fix on this month's disk even changes this so that people won't be confused about the *Knightmare* demo working on a Plus. It will now!

SEQUENCER ONE SAMPLES

Gajits Music Software PAL/NTSC

Hmm. There was another problem with last month's Coverdisk. Although we said it had some samples on for the *Sequencer One* competition, in fact they weren't actually included on the disk! However, they are on this month's disk, and we have extended the closing date until the March 31 to give you a chance to compose your masterpiece.

The prizes: one Roland CM300 sound module to design your bleeps on, and one Roland PC-200 master keyboard to compose your tunes on. Both are state-of-the-art MIDI compatible kit – they've only just gone on the market!

All you have to do to win is compose a tune using at least one of the 10 samples on the disk (they're in a drawer called Samples). You can use a selection of your own samples as well: up to five can come from somewhere else. Ignore the bit in last month's magazine about using just the included samples; feel free to experiment so long as one sample came from the Samples drawer.

You haven't got any more samples? Well, there's a few more to be found in the 1Banana directory (as used by *Top Banana*). Mind you, if you use them, your music is going to sound very odd indeed. Have fun, and get your entries to us (by March 31) at:

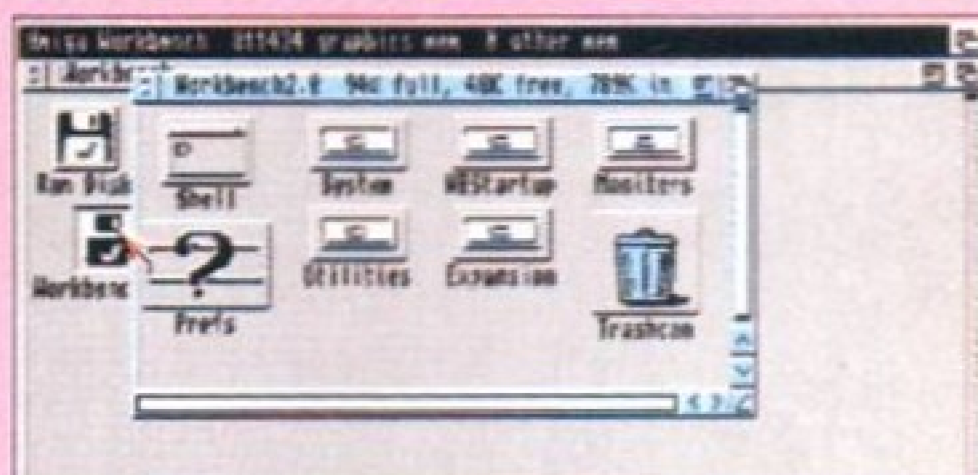
Sequence Something Simple Competition
Amiga Format
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Bath
AVON BA1 2AP.

Using Your Coverdisk

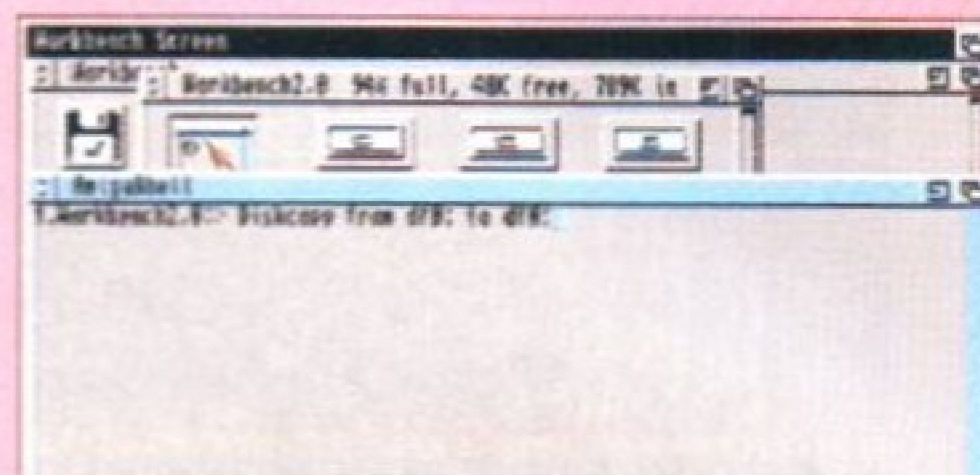
1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps…



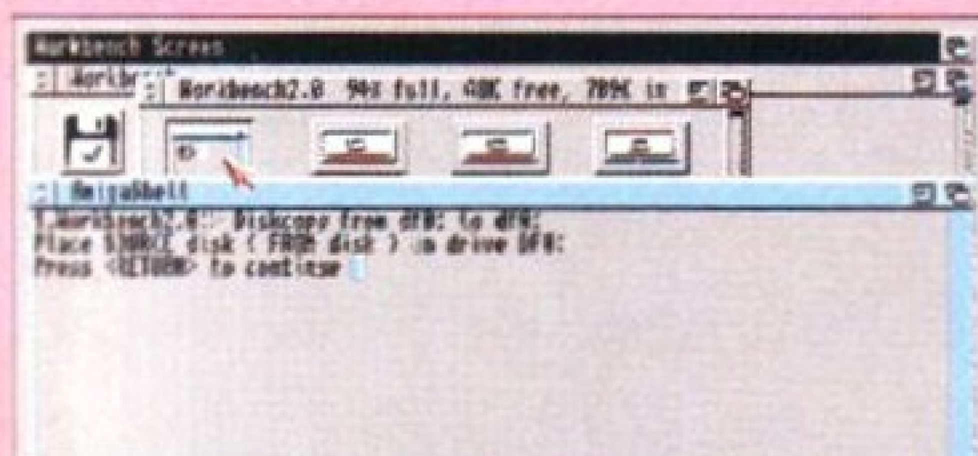
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



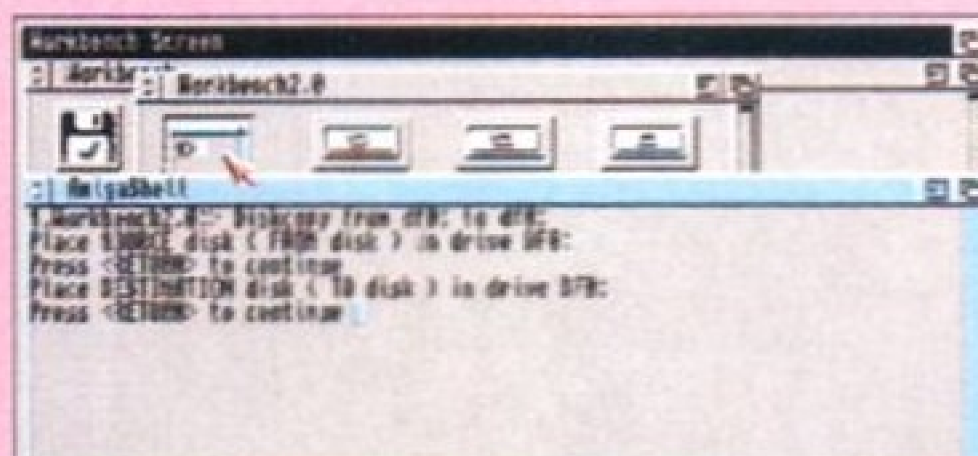
2 When the Shell window appears and the drive light is out, type in:

`Diskcopy from DF0: to DF0:`

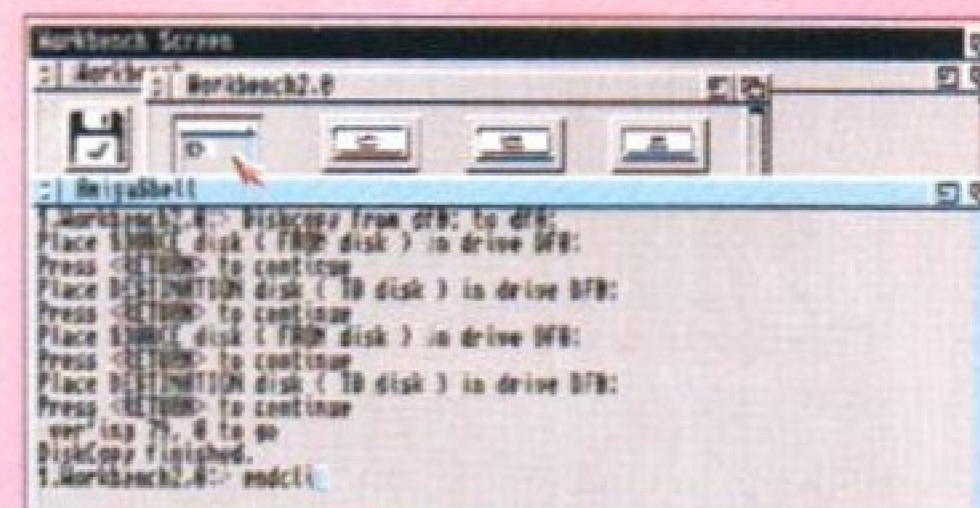
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

`endcli`

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the ***Amiga Format*** Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Disk not working?

We duplicate over 160,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format March Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!

2 3D SPE









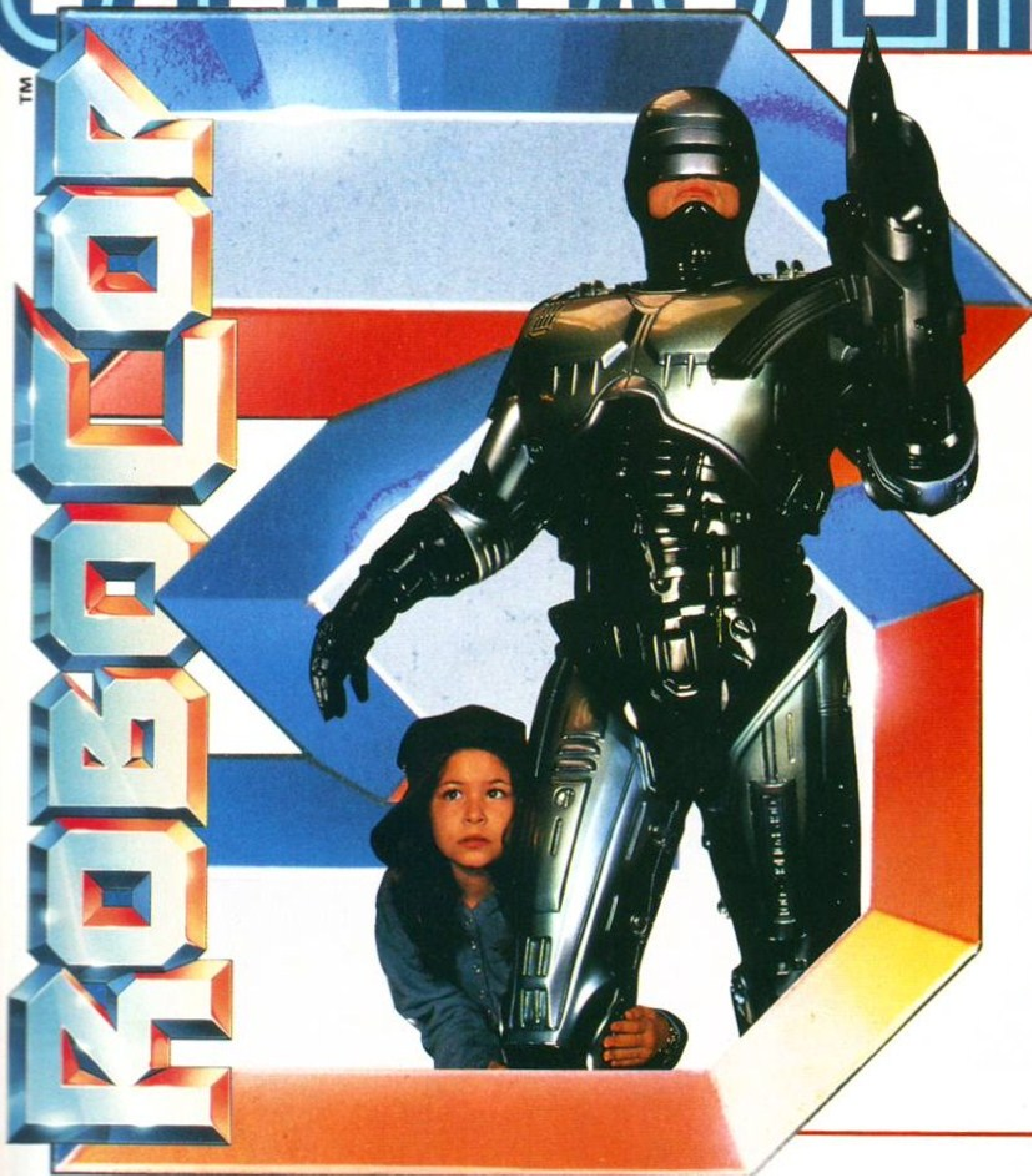
"Fast just isn't the word for this 3D - an excellent game that more than lives up to it's name." - **ACE**

"Epic is one of the finest products i have played this year, the depth of gameplay and graphics are of a truly stunning standard. .. the sheer number of vectors used on the screen is incredible with the final battle having over 500 independently minded ships." - Games X

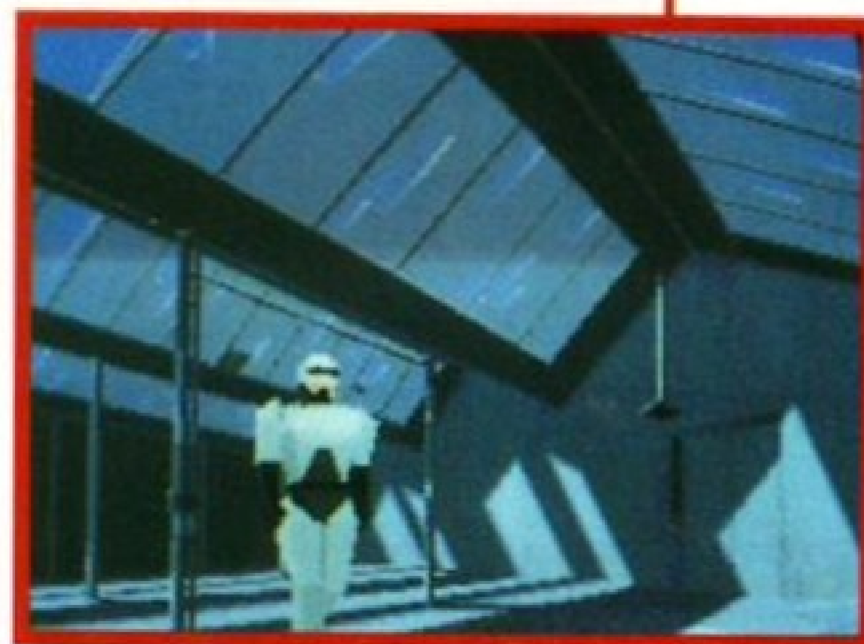


BOTH AVAILABLE FOR ATARI ST

CTACULARS









"Knocks your socks off... you've never seen 3D as good as this. The 3D twist works extremely well and arguably makes Robocop 3 the best film licence yet." - **ACE** "The vectors are super slick and smooth, all animations are top notch, giving us some of the best vectors around and the screens are superbly drawn. This is definitely one of the best film licences yet." - **GAMES X**



AMIGA - IBM PC & COMPATIBLES

A690 set to go on sale in March

by Damien Noonan



The Commodore A690 CD-ROM drive is the key to the success of CD titles. If a significant portion of Amiga users can be added to the 10,000 or so CDTV owners in Britain, then CD games, and other titles, may well take off.

Commodore UK has promised that the Amiga CD-ROM drive is almost here. Their spokesman Andrew Ball told ***Amiga Format*** "We're working to introduce it in March and we're hoping to hit a price-point of under £300. We are really looking forward to it".

The unit, known as the A690, will plug onto the side of an Amiga 500 enabling the Amiga to load and run CDTV discs. It will come with a separate power supply and a 'caddy' into which a CD must be slotted before you put it in the drive. It features an on/off volume switch and headphone socket on the front, with stereo audio-in and audio-out sockets on the back.

Compact discs offer over 500 Megabytes of data storage - the equivalent of 640 normal floppy disks – so CD titles have the potential to include large quantities of stunning graphics. Sound can also be played from proper hi-fi tracks on the disc, so accompanying music and sound effects can be better than ever before.

PROTOTYPES IMPROVED

Commodore UK received a number of prototypes of the A690 before Christmas, which have been put on test at their Maidenhead HQ and circulated to developers. The UK arm of the international firm is currently exploring the possibility of modifications which would suit British users, including a pass-through connector of some kind to allow an A590 hard drive to be connected at the same time as the A690.

Being able to run a hard drive at the same time as the CD drive would mean, for instance, that picture files from a CD-based graphics resource library could be saved to hard drive and used in *Deluxe Paint*. Even if the pass-through modification is not made, there is a reduced connector available on the A690 similar to the one inside a CDTV, to which a SCSI interface could be attached, allowing the use of a stand-alone hard drive.

The prototype A690 will only work with machines that have a Megabyte of Chip RAM available. A major Commodore distributor we spoke to did not see this as a problem, if the same were to be true of the final version. "The conversion's very easy," commented a spokesman for the distributor, "and we could do it at a negligible cost." A simple circuit board modification allows a trap-door RAM expansion to be used as Chip memory for recent 512K Amigas, while machines a couple of years older would need a change of Agnus chip too.

PRICE CRUCIAL

If Commodore can keep the price under £300, as expected, research suggests that it will sell in droves. This research is based entirely on a survey undertaken by ***Amiga Format*** in October 1990, some seven months before the Amiga CDTV was released and 17 months before the A690 is due to become available.

Of people who responded to the survey, 98 per cent were interested in upgrading to CDTV specification, and 48 per cent said they would be willing to pay £300 or more to do so. If, as Commodore estimate, there are around a million Amiga users in the UK, this would mean a potential base of 480,000 CD users.

Getting a wide, installed base of CD users is crucial to the future of CD as a medium for Amiga software. With so much data involved in the development of a 500-Megabyte CD title, a good one is going to be very, very expensive to produce. We can only expect to see really impressive titles when software houses know they can make the development money back in sales, so let's hope Amiga CD takes off.

In the short term, however, whether Amiga users will want to buy a CD drive will depend on the quality of the 'first generation' of CD titles. Which is why Amiga Format assesses the first 45 titles to become available as our main feature for this month. Just a couple of outstanding titles could be enough to make buying a CD title worthwhile. The brave new world of CD software starts on Page 23.

Workbench 2 reaches A1500

The A1500 and 2000 are now going on sale with the new Workbench 2 fitted. Commodore spokesman Andrew Ball comments "It's happening now. There's probably a few 1500s still in the channel with 1.3 in, but we're shipping with 2 now".

As far as ***Amiga Format*** can establish, the larger Amigas will not feature the new Agnus chip from the A500 Plus, which allows Chip memory to be expanded up to 2Mb, but it seems likely that the new Denise chip will be installed, giving access to the new display modes for anyone who has a multisync monitor.


Workbench 2 has arrived, and not just on the Plus, but now also on its big brothers: the A1500 and the A2000.

Is an Amiga portable on the way?

Last November, ***Amiga Format*** was contacted by a firm with a surprising idea. Newer Technologies, of Oregon in the United States, told us that they were considering producing a portable Amiga: "We can have it ready by Christmas," they assured us. What did we think?

It appears that Newer Technologies have developed an extremely compact machine, slightly larger than this page and only two-three inches thick, which unfolds to reveal a 10-inch colour or mono LCD screen. A high-end version would include a faster 68030 chip. However, a spokesman for Newer Technologies is quoted as saying, "the company is reassessing the product's viability."

This could be due to the fact that Commodore have complete copyright over the Amiga's custom chips, which would be vital to a clone Amiga. Commodore would be expected to react hostilely to another company using their design, especially if a rumour that Commodore are developing their own portable Amiga should prove to be true.

If the portable Amiga does appear, it's likely to be expensive. Lightweight power supplies and screens are not cheap American market sees the Amiga as a serious creativity tool and the portable would be targeted at video work, in a similar way to Apple's Macintosh portable, so the gamer's dream of a portable Amiga games machine is unlikely to come true. We'll keep you updated as the situation develops.

Editor's Opinion
Should we worry about pornography?



On Sunday 19 January, *The Independent On Sunday* ran a story under the headline "Family computer magazines advertise hard porn for 99p" which 'revealed' that Public Domain disks are available featuring pornographic subjects, some of extremely dubious taste and legality.

I'm the editor of Britain's top-selling 'family computer magazine', and this article left me with mixed feelings. I'm pleased that the newspaper has attempted to increase awareness of a thorny subject, but I'm also aggrieved that it should tar all magazines with the same brush.

Pornography of a highly explicit nature does exist on the Amiga. Parents should be aware of that, and do their best to keep an eye out for it. But it's up to the rest of us to make sure that the situation improves, and as rapidly as possible, until the accepted bounds of taste and appropriateness are no longer exceeded.

Particularly since the arrival of the Channel 4 computer games programme *Gamesmaster*, the national media are finally realising that computers now have a major part in our national culture. The computer industry is on the verge of maturity, and with it comes a responsibility to behave in a mature and professional manner.

For the Public Domain suppliers, this means monitoring what you sell, and who you sell it to. PD is no longer an underground subculture and hard-core pornography isn't just a laugh, it's a serious subject. Some of it would be illegal in a video, so it's also illegal when put on a floppy disk.

As for our part in this, ***Amiga Format*** addressed the issue of pornographic PD a long time ago. One PD supplier told me last week, "We stopped doing any kind of porn when ***Amiga Format*** started clamping down on it back in mid-1990".

This magazine is not acting illegally in carrying an advertisement for pornographic material unless the ad itself is pornographic, but from our own awareness of our status as a family magazine we established a rule that PD companies who carry pornographic disks in their catalogues can only state that they have adult material, not mention specific titles, and should request proof of age. Our typesetters are briefed to read through advertisements and object to anything that sounds dubious. In other words, we do not see ourselves as censors: but we do have a lot of younger readers and we feel the magazine should be appropriate for them to read.

We can control what is advertised, but not what PD libraries actually stock and what they list in their catalogues. Anything that would be on the top shelf of the newsagent I would consider to be adult material, and anything that the newsagent wouldn't even sell should be weeded out carefully. Of course, there's a grey area. I don't think we can proscribe pictures of the kind that would be printed on Page 3 of a national family newspaper.

PD suppliers who advertise in the magazine can do three things. One, they can join the PD Standards Group, who have a laudable charter of standards of service including a ban on pornographic material. Two, they can stop stocking pornographic material and include a symbol on their advertisements that states that they do not carry such material. And three, those that do carry adult material can make quite sure that it only reaches adults. I'd like to see it happen, for everybody's peace of mind and the computer industry's good.

The Amiga Format show machine hits the road again



Following the enormous success of the World of Commodore show last November, which was organised by ***Amiga Format***, our sister magazine *Amiga Shopper* are about to steal some of the limelight.

The Amiga Shopper Show will take place in London at Wembley on May 15-17, and will reflect the emphasis of the magazine: it'll be a great opportunity to buy all those expansions, widgets and software that *Amiga Shopper* is always recommending.

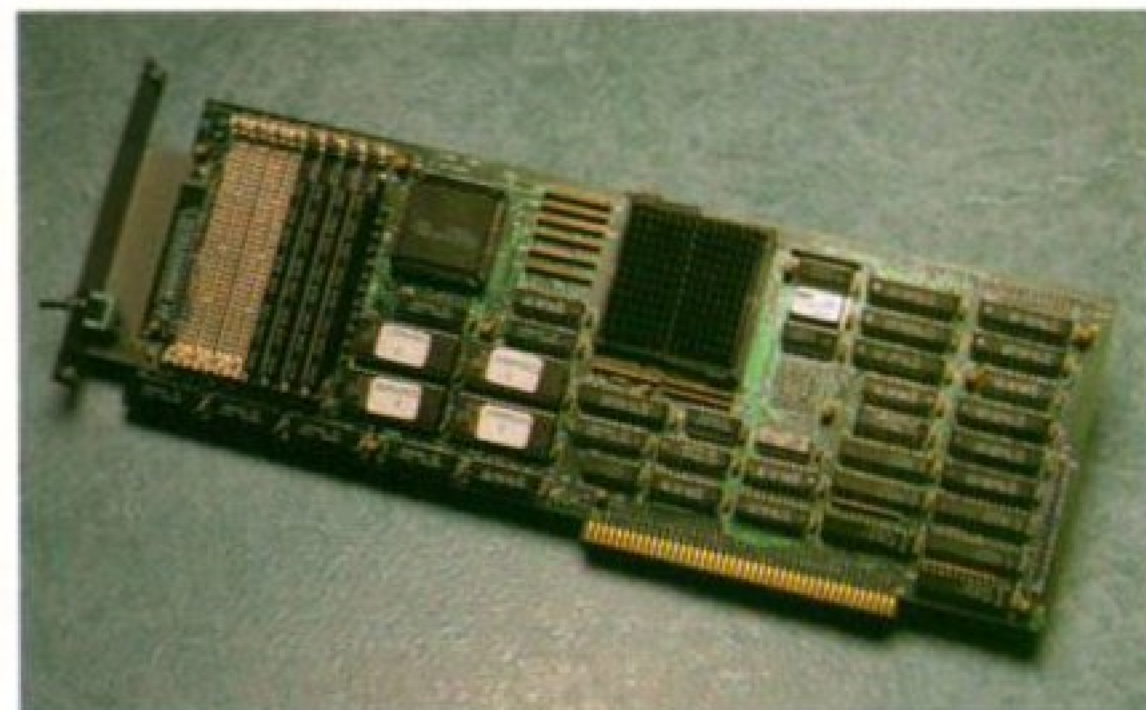
Major firms, like printer manufacturer Citizen, are already booked, and will be demonstrating their latest products. And according to Greg Ingham, publisher of ***Amiga Format*** and the show's organiser, there will be "loads of bargs," which is either a misprint for 'barges' or means you'll be able to buy lots of stuff real cheap.

Amiga Shopper are organising a number of technical seminars, where technical subjects will be discussed and your questions answered by the magazine's experts. "It will be an exciting opportunity to meet our readers and talk about programming languages and things," says *Amiga Shopper*'s Deputy Editor Cliff Ramshaw, who is himself a dab hand with a C compiler.

But of course we broad-minded Amiga fans can't leave it all to the technically-minded, so our other sister Amiga magazine is organising the *Amiga Power* games arcade, with all the latest games available for you to play and competitions for you to take part in. And, of course, the ***Amiga Format*** team will be putting their oar in wherever possible.

Entry on the day will cost £6 for adults and £4 for under-14s, but you'd be wise to save yourself a bob or two by booking in advance. The credit card hotline for advance bookings is 051-356 5085. See you there!

An answer to the accelerator debate?



Not only have RCS cut the price of a 68040 accelerator, but they've also improved its MPH as well.

If you're in the market for an accelerator, it's how much raw power you get for your money that counts. While there are now a number of 68030 accelerator cards on the market at ever-lower prices, they currently face competition from only two cards equipped with the king of the Motorola 68000 range, the 68040.

One of these is the Fusion Forty card from RCS in America, who have appointed Analog as a 'technical resource centre' for the card in the UK. "All '040 designs will align themselves in horsepower – it's down to the silicon," says Graham Heggie, explaining that the firm is committed to competitive pricing to maintain the board's advantage over other '040 cards, even when new ones do appear. The price has dropped to £1,395. And within the limits of the chip, 'grunt' is greater too: a tweak to the floating point processing has enabled them to improve the overall performance of the card.

Analog 0203 471111

New dealer network makes your local store stronger

A national network of local shops might sound like a contradiction in terms, but it's an idea that could take off. The Calculus name will be appearing soon on stores nationwide, the idea being that customers can contact a central phone number to get details of where their local Calculus store is. Telephone operators will then supply details of your local shop, or mail order, including what each store has in stock.

Calculus's Franchise Development Manager Stephen Rowe comments, "At the time of speaking, we have 74 stores nationwide, growing stronger by the day." And because the shops are all local independents, Calculus believe that they will offer a high standard of service."It's their own business: so they want people to come back and shop there again." says Stephen.

The scheme is backed by major distributor ZCL, who intend to support the network by supplying it with Amiga products not available through other channels and at good prices. Examples? Calculus will be sole UK supplier for Microbotics hardware, who are selling a new Goldstar TV-monitor at £199, and will provide a 'Calculus Megadisc' (the Fred Fish collection) containing 530 Amiga titles with all CDTVs they sell.



This is how your local Calculus computer general store will look, as they go nationwide.

What's new... what's due... what's coming

Checkmate Digital, who came out with a recased A500 called the A1500 before Commodore launched their Amiga 1500, have finished development work on their latest recase. The HiQ Tower System will take an A500 and turn it into a smart under-the-desk tower unit with four B2000-style expansion slots, a CPU slot and a Video Toaster-compatible full video slot. Pricing varies according to the conversion involved, but the straightforward system costs £399.
Checkmate Digital 071-923 0658

VistaPro, the excellent fractal landscape modeller, has been enhanced by the release of two new support packages. MakePath can be used to create a 'script' for an animation, which *VistaPro* can be left alone to render, while Terraform is a way of creating landscapes (DEM files, to experienced users) by actually building them with the mouse.
HB Marketing 0753 686000

TV Paint, the astonishing but highly expensive 24-bit paint program, has been upgraded once more, and the price is now lower. Version 1.5 of the program, which is the ideal software extra to the Harlequin 32-bit framebuffer, now features real-time anti-aliasing, colour ranges, brush wrapping and more – and it's still evolving.
Amiga Centre Scotland 031-557 4242



If you want to use *Sequencer One* (Issue 30) with a MIDI keyboard, then this will help hook you up.

MIDI music fans should look out for a new MIDI interface from Tecnoplus. It includes one MIDI in, two MIDI out and one MIDI thru socket and comes with all the necessary leads as well as a free copy of the sequencing program Music X Junior. For £39.95 it represents good value for anyone who has a keyboard and wants to hook it up.
Tecnoplus 0604 768711

Art Department Professional is enhanced by the arrival of a new Professional Conversion Pack, which adds modules that can read and write in new professional graphics file formats. New formats are X11 and Sun, while existing TIFF, Targa and Rendition file handling is improved.
Silica 081-309 1111

Art Department Professional has also undergone an upgrade, intended originally by ASDG to be a small update but now a full new release. Version 2.1 will include a batch processing system that will help in the conversion of a number of files from one type to another, and an additional program named FRED, which allows you to script an animation from a visual layout of miniaturised images.
Silica 081-309 1111

ICD have announced worldwide price-cuts on their range of strikingly well-made, but previously over-priced hardware. Examples quoted are the Flicker Free Video card for the A500 at US$299 and the Novia 20i internal hard drive for the A500 at US$245. These prices should be reflected in similar reductions in the UK, but these still weren't available at the time of going to press.
Power Computing 0234 843388



If you love the instant appeal of the Polaroid, wait until you get your mitts on this one for your Amiga.

Polaroid have made their world-beating CI-3000 Digital Palette, a system for the instant printing of 35mm slides from computer graphics, compatible with the Amiga. Polaroid comment that the Amiga is the only conventional computer that offers full TV overscan graphics. The CI-3000 plugs in the parallel port and outputs 16-million colour images. It can be driven by an enhanced version of *Art Department Professional* costing £169.95.
HB Marketing 0753 686000

The 16-bit Computer Show takes place again at the Wembley Exhibition Centre on February 14-16. Covering the Atari ST (if anybody still has one) and the PC as well as the Amiga, the show will see the first proper showing of the Checkmate Tower System and 3D modelling program *Caligari 2*, as well as PanDAAL's new DAATAscan software. Entry costs £6 for adults and £4 for under 10s.

Trilogic have announced substantial cuts in the prices of their hard-drive range. The Dataflyer 500 56 Mb drive is down from £349 to £299, the 130 Mb drive down from £499 to 449. The Dataflyer 2000 is reduced by £70, the 56 Mb version now £229 and the 130 Mb one only £379.
Trilogic 0274 691115

Printer buyers, be aware!

We'd like to point out to anyone on the look-out for a bargain printer that an article headed 'Weird printers' on Page 279 of *Amiga Format* Issue 30 was not a warning against buying cheap printers. The point we were making is that it's very difficult to make an old, obscure, second-hand printer work with an Amiga. New budget-price printers, particularly the Seikosha SP-1900 with which we illustrated the article, can be bought in confidence. Our apologies to Silica (081-309 1111), who supply the Seikosha, for using the wrong picture.

Amiga on the telly...

Anyone keen on television Amiga-spotting who has missed the machine's appearances in such top programs as *Neighbours* and *Bergerac*, will be pleased to know that a forthcoming episode of *Lovejoy* features an Amiga as co-star. The episode, to be broadcast on Sunday 27 February, will see an Amiga used with the digitiser Colourpic, though what for is anyone's guess. Apparently the BBC are obliged to do things properly, so if you don't know what a video digitiser does you'll get a good lesson.

JCL are about to release a new Plus version of Colourpic, a real-time digitiser which will feature a larger RAM buffer, animation facility and a whole host of extras.
JCL 0892 510845

You on the telly...?

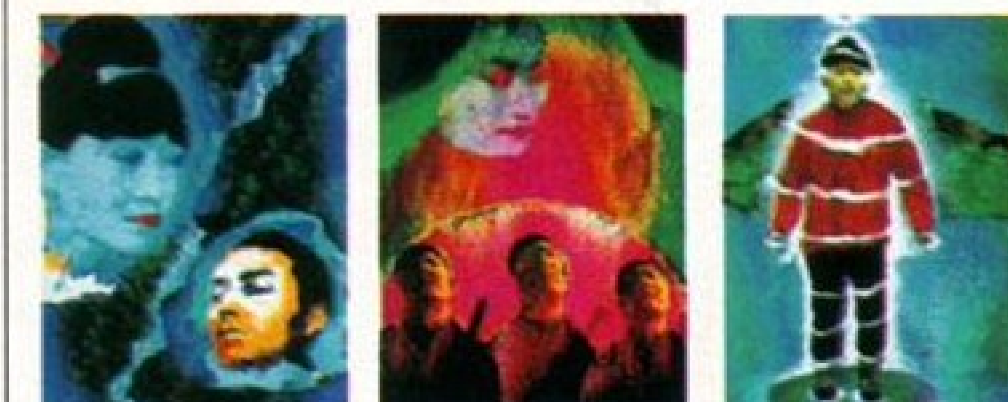


Yes, your chance to be teenage TV star. Look where it got Tucker Jenkins!

Fans of the television series Knightmare will be pleased to know that a new series is to be broadcast later in the year, and that you have the chance to take part. The interactive adventure series, which has just been turned into an excellent computer game (demoed on the Coverdisk of last month's ***Amiga Format***), will start shooting in August, so you'll have to be under 16 and over 11 on that date to take part.

Interested applicants will need to have three friends who fulfil the same criteria and should write, enclosing an SAE, for an application form. The address is *Knightmare*, Broadsword TV, Anglia House, Norwich NR1 3JG. Do it now, because your application must be in by February 29!

The Amiga illustrates a book



Reckon that you're a bit of an artist on the Amiga? Well that's what these illustrations were created with.

A small independent publishing house is breaking new ground with the release of a book illustrated with eight lovely full-colour illustrations done entirely on the Amiga. It's the first translation of a Chinese story in the popular martial arts novel genre – "a blend of chivalry, fantasy, sorcery and martial arts adventure" according to the publishers.

The book costs £8.75 by mail order from the publishers and sets of four postcards, of the Amiga illustrations, are available in a limited edition of about 1,000. You should write to Wellsweep, 719 Fulham Road, London SW6 5UL.

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



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Amiga Software --- Games marked (NOP) will not work on the AMIGA A500 PLUS.

Latest Amigas include Kickstart 2 and have 1 meg RAM built in. Games marked (NOP) are not compatible with the new A500 PLUS machines.

2 HOT 2 HANDLE
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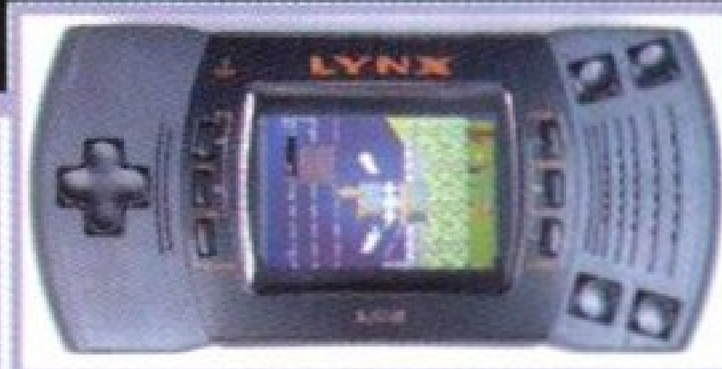


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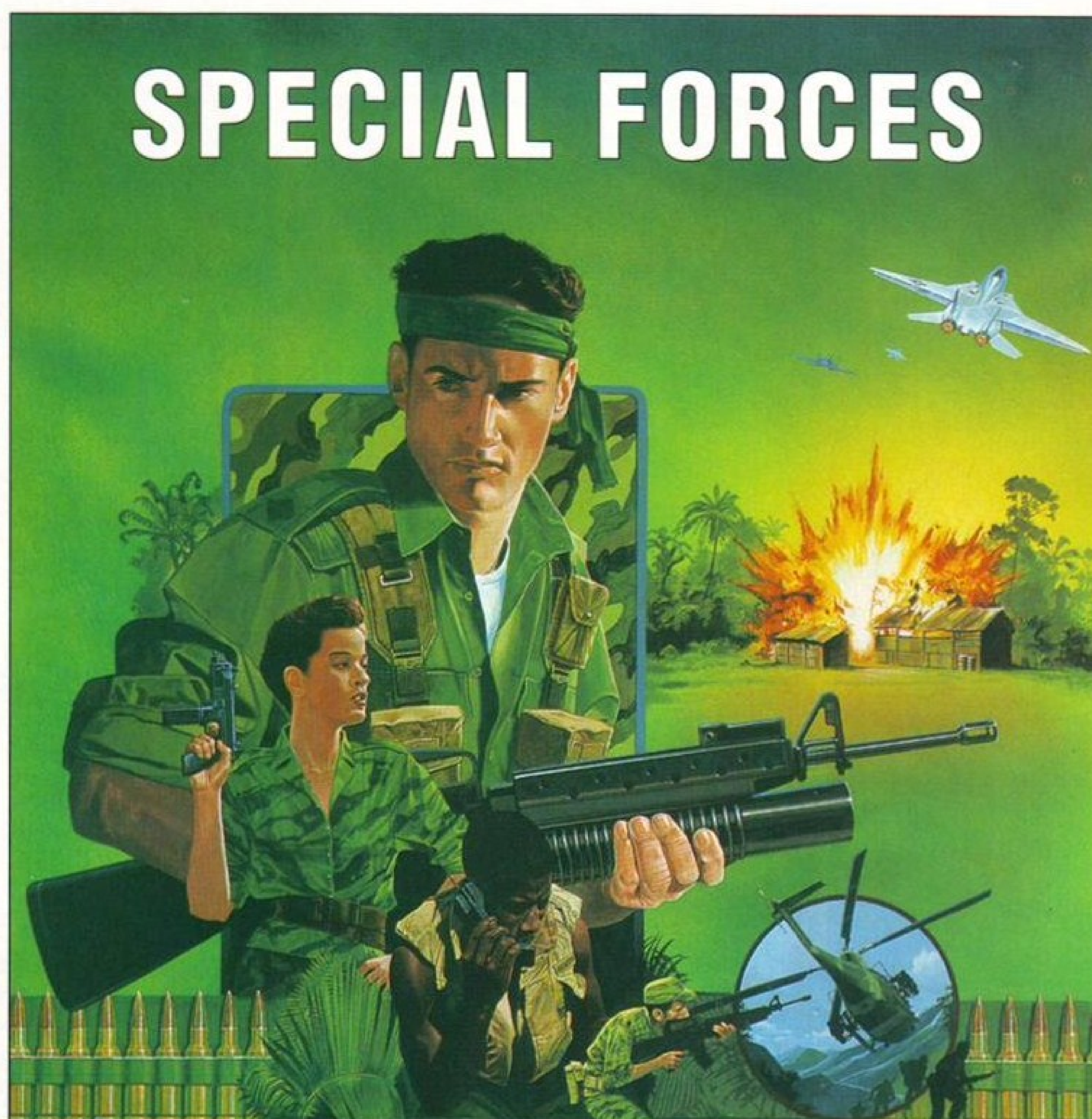
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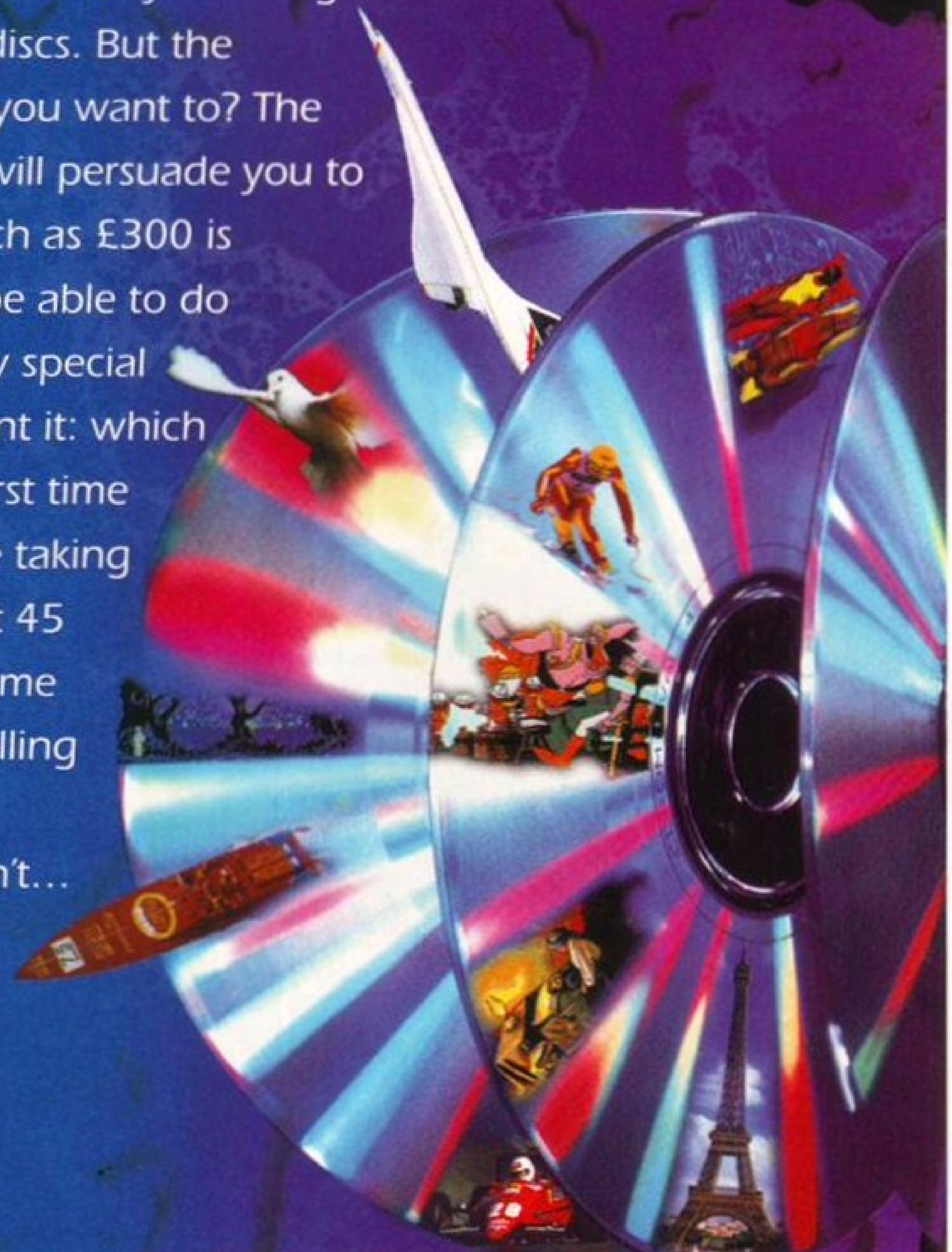


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But what happens before the game starts makes the intro look minimal. You must fill in all the background and set the scenario, so you watch the Prologue. This is a full 10 minutes of what is, in effect, a graphic novel, presented beautifully in the television medium with excellent narration and soundtrack.

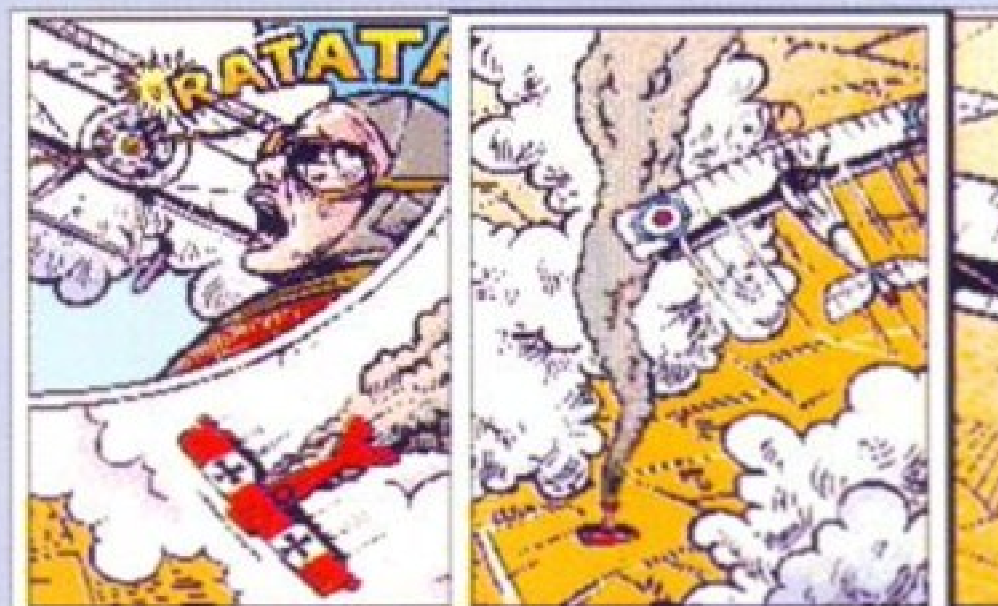
So far, so very, very excellent. And now it's time to play the game. You've been invited on board a luxury air cruiser, the Condor, by a wealthy eccentric in the Howard Hughes mould. Your fellow passengers are all suspects in a murder, lured there by your host. But you have only 30 minutes until the flight is over and you must find the killer before the plane lands...

Sadly, the overwhelming excellence of the presentation is let down by the gameplay. To pick up clues to the identity of the murderer, you must wander around the 10 or so rooms talking to the suspects, listening in on their conversations and searching for evidence. To nail the killer you'll need to have established motive, means and opportunity.

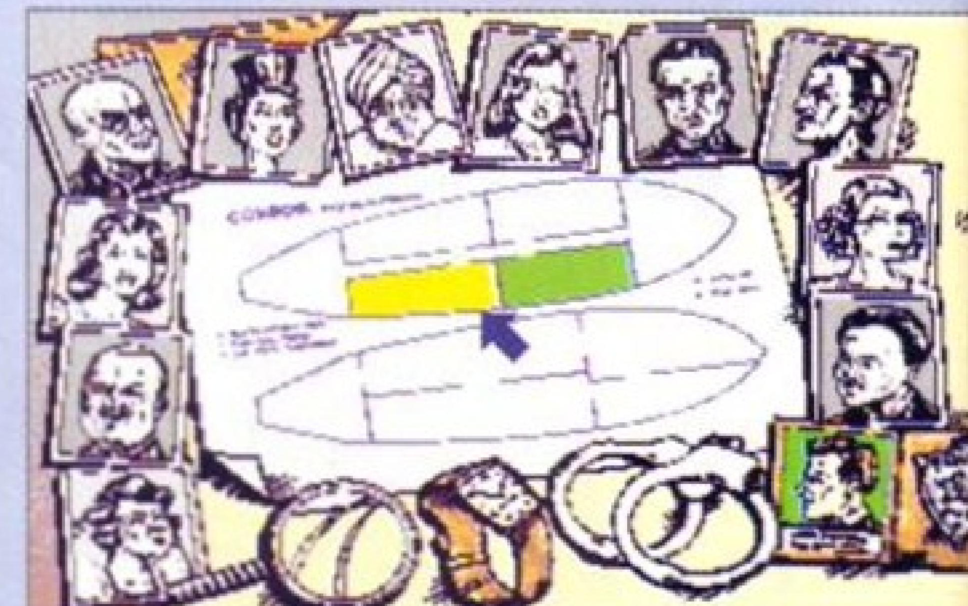
What this boils down to is clicking on the



In the Intro, you are introduced to the private eye you later play: out of whisky, cigarettes and luck.



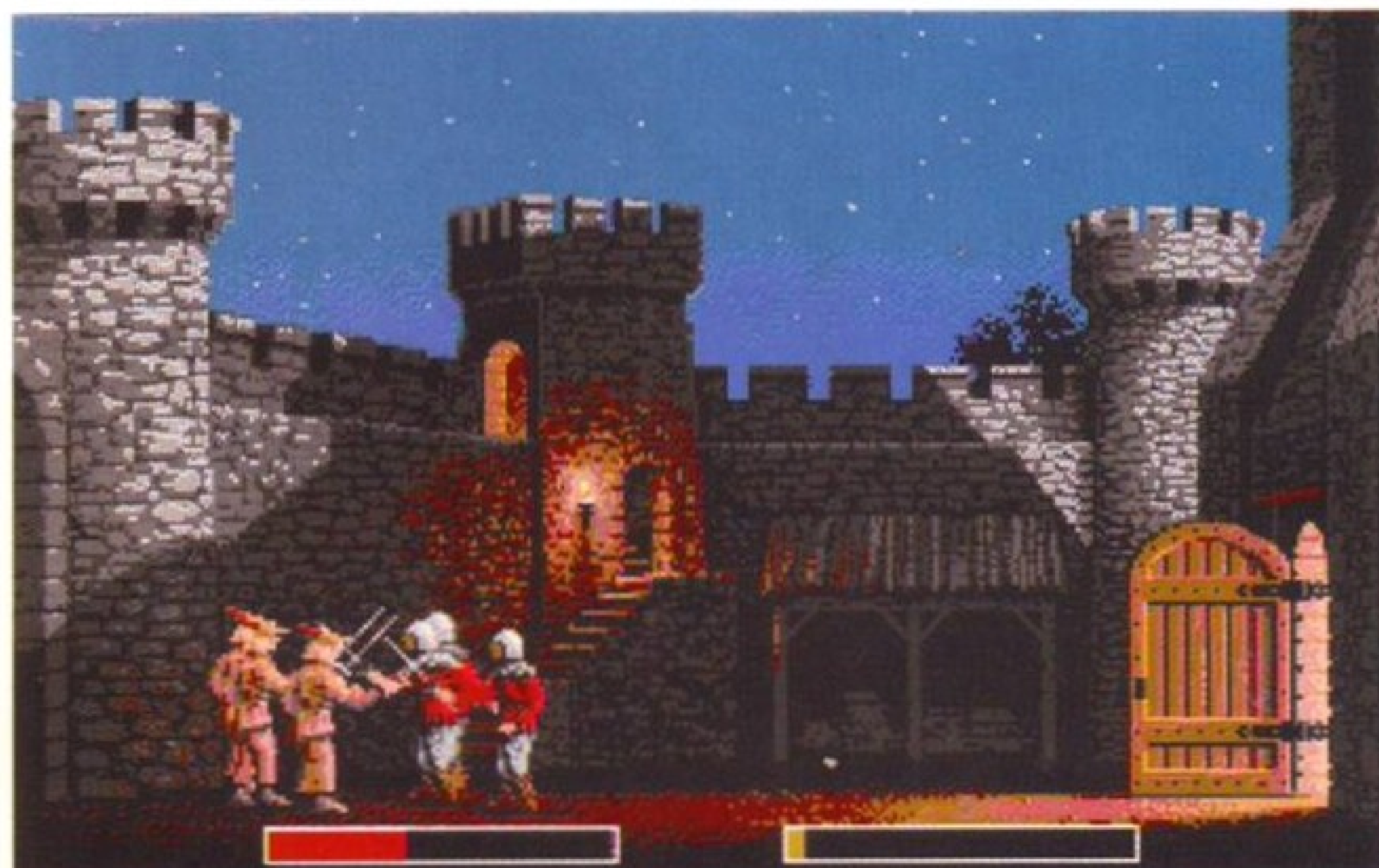
The Prologue runs through your history: as a pilot ace in WW1, you saved the life of the Condor's millionaire owner.



The sadly limited gameplay involves moving from room to room, picking up clues and talking to the suspects.

DEFENDER OF THE CROWN

£29.99 CINEMAWARE



This game features some very attractive graphics, but this is a fair example of the joystick-waggling sub-games. Bang that button, boys!

This is a prime example of an Amiga game that has been ported over to CD-ROM. It's also a very old Amiga game. As you would expect, the main enhancement is a hi-fi audio soundtrack, which means that the very pretty and pleasant Amiga graphics which made a name for this one when it first appeared some four years ago are enhanced by some very pretty and pleasant music done on a synthesiser and sounding just about medieval enough to suit the atmosphere of the game.

There's also some audio by an actor as the narrator who comments on your progress through the game. This is the voice of an American pretending to be English and sounds like a cross between an insurance salesman and an Australian.

The game itself is a simple strategy game set in Merrie England of the medieval knights and jousts period. It's based on building up the strength of your army to acquire land and take castles until the whole of England falls under

room you want to visit, clicking on the search icon occasionally and making sure you're in the right eavesdropping spot at the right time to watch more excellent movie-like scenes. In practise, this is pathetically simple, so it's made into a challenge by the addition of a tight time limit – five minutes – and the random element of finding the right people at the right time to hear the right things.

You'll play time and time again, learning more each time you do, until finally you can piece the puzzle together within the time limit. Unfortunately, this sort of frustration-breeds-eventual-success gameplay is far too unsophisticated and ultimately unrewarding.

In terms of presentation, *Condor* authors Tiger Media have nothing to learn from anyone. This disc is worth buying just as a vaguely interactive graphic novel – it looks and sounds gorgeous – and it's the first true CD game there is. It's also quite enjoyable. But in terms of gameplay, the authors have a lot to learn from games like Delphine's *Cruise for a Corpse*, which is a very similar concept.

Verdict 79%



...room is described in detail when you arrive. While ...re waiting for a suspect, have a quick search round.

...your sway. Battles are just commentaries in which you are told whether you've won or lost, with only the simplest of decision-taking involved and no real information on which to base decisions.

This is interspersed with joystick-waggling sessions (taking part in a joust, swordfighting while taking a castle, etc) which on CDTV become furious Button A pressing sessions and on Amiga CD-ROM will be mouse-button bashing sessions.

To be honest though, there's not an awful lot of game here, though what there is is enjoyable enough. Some of the static screens with CD music are delightful, but even these get annoying after a while as they hold up the gameplay. But this does come over as a professional CD presentation: that bit extra than the Amiga version.

Verdict 48%

LEMMINGS

£34.99 PSYGNOSIS

We won't even bother describing this game to you, because if you don't know what it's about by now you must have been spending the last year dead for tax reasons. Suffice to say it's a straight port of the Amiga version, which causes one small problem: control. Getting the pointer swiftly across the screen to reach the 'Floater' icon before that lemming takes a leap into space, or positioning it accurately enough to start building a bridge just on the lip of that chasm, is made more difficult than it needs to be by the remote control's lack of responsiveness. That aside, this is still a marvellous game on any format and is good enough to live in anyone's living room.

Verdict 75%



Look familiar? Oh, come on! You can't be an *Amiga Format* reader and not ever seen *Lemmings* before!



***Lemmings* is accompanied by the stunning but fairly pointless *Planetside* demo. Will Psygnosis ever develop it into a game?**

SNOOPY: THE CASE OF THE MISSING BLANKET

£34.99 THE EDGE

Surprise of all surprises, what we have here is an old Amiga game enhanced by the addition of a hi-fi soundtrack. It's quite a pleasant soundtrack, in the mode of the music used on the Snoopy TV cartoons.

The game itself is terribly simple indeed, aimed at younger children. You control Snoopy as he wanders across screen after screen, trying to locate objects and use them in an appropriate way in order to progress. Eventually he will find Linus's famous missing blanket.

On the way to this discovery, though, he'll probably get rather bored. The graphics are colourful and pleasant enough and the animations are really quite good, but the simple puzzles and the timing problems which make up the gameplay just don't add enough playing interest.

Verdict 36%



Here's a fine example of the gameplay involved in this game. Snoopy picks up his bowl...



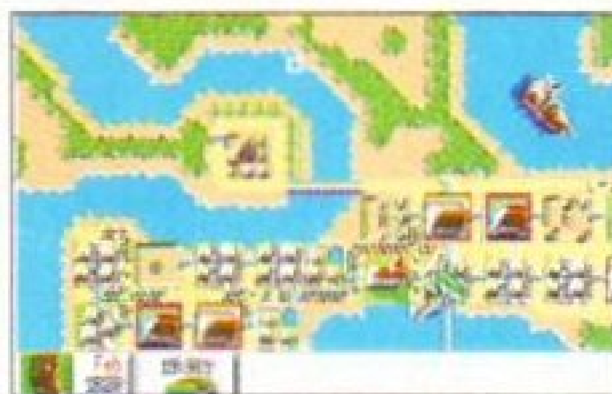
...and delivers it to Chalie Brown. The whole game just involves finding objects and working out what you should do with them.



In this redeveloped version of an excellent game, you can choose to play in different time zones. This is mediaeval, and we're being attacked by a witch!



You keep your townspeople happy by building them facilities.



Zoomed out, you can see where your people are having problems.

SIM CITY

£29.99 INFOGRAMES

Another Amiga game enhanced, but a very excellent Amiga game with some well-thought-out enhancements. The in-game music is full hi-fi audio, and was recorded by a rock band in a studio, and it's very good.

The game has been tweaked in places with the addition of a fancy zoom mode, plus a number of modifications to the structure along with some new scenarios that weren't on the Amiga version.

This is a classic strategy game in which you build a city by catering for the needs of its inhabitants. The better the municipal facilities that you provide the citizens, the more popular you will become and the more likely your chances of being re-elected as mayor. And if you can handle such natural disasters as Godzilla stomping on your city, all the better. Much like *Lemmings*, this really is a top-notch Amiga game that deserves to come into the living room.

Verdict 75%

Continued overleaf

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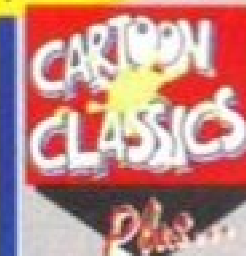
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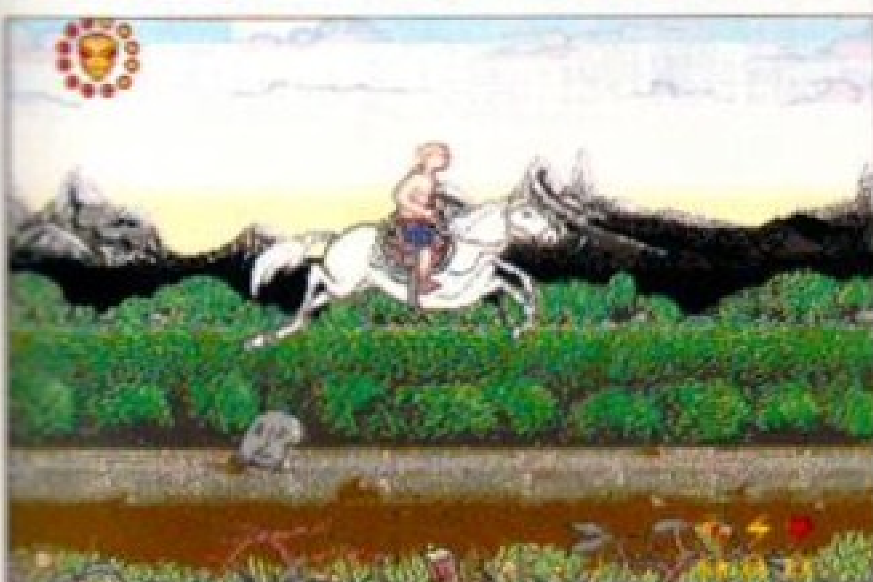


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READYSOFT



This is basically your European beat-em-up arcade romp extravaganza. So, in other words, it's just an Amiga game: and again, not a terribly good one. It hasn't even got a hi-fi soundtrack, but it boasts (literally, on the cover) over 3Mb of graphics data, which is mainly a decent intro animation and some quite nice between-level links. But over 3Mb of data on a disk that could hold 500 Mb is not that impressive.

The game, if you haven't seen it, has decent graphics but is otherwise uninspired. Hack-n-slash on CD is made tricky with the remote control, because however much you press the buttons, you get dead anyway. This isn't a bad Amiga game: it's just a pretty average one. As a CD it's a disappointment.

Verdict 32%

BATTLESTORM

£29.99 TITUS



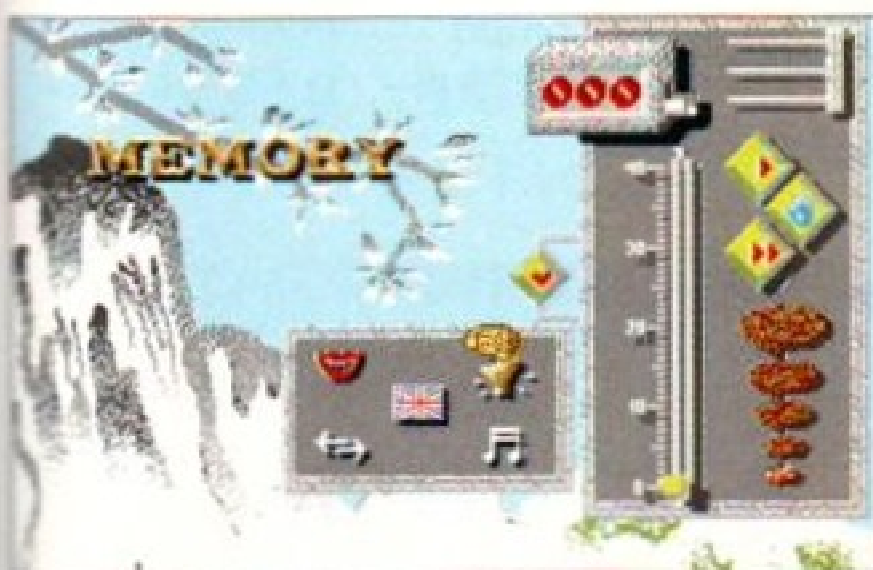
Surprise, surprise, it's an Amiga arcade game. Yet more massive use of the potential of CD-ROM – I don't think. This is simply an omni-directional kind of shoot-em-up that is in the mould of something like Psygnosis' recent *Amnios*. It's not even a particularly good one, and with absolutely no concessions at all to the medium of CD it has to remain a disappointment.

Should we even bother describing the gameplay? Well, you whiz around the screen shooting things and collecting other things. the graphics are rather nice, there's two different control methods and a bunch of levels. And that's about yer lot. Mind you, it comes on a very pretty picture CD.

Verdict 37%

MIND RUN

£29.99 CREALUDE



Weirdness has always been something of a trademark of French games and though we've never actually seen this one on the Amiga over here I have little doubt that it was actually an Amiga game originally.

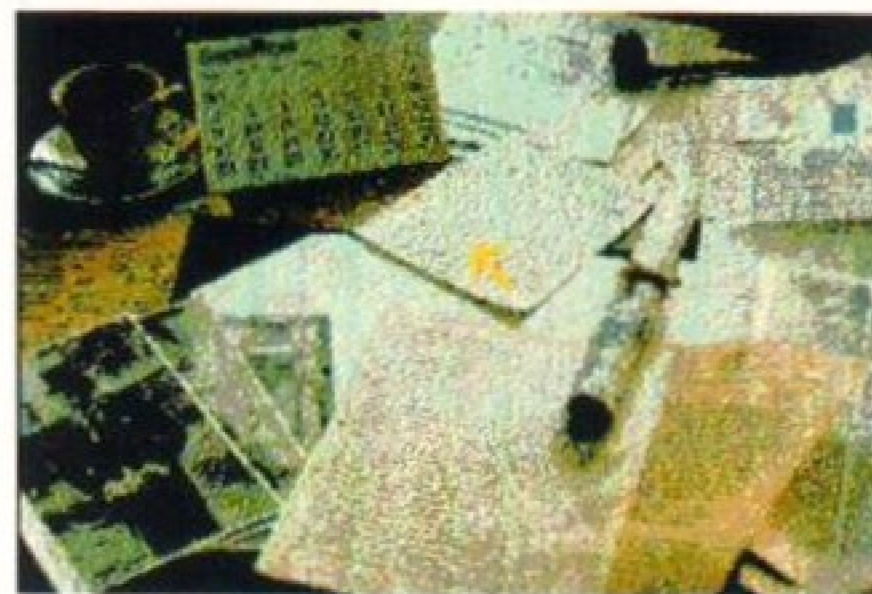
It's a bunch of very peculiar little tests of mental agility, quite similar to an animated version of those IQ tests that you see in newspaper adverts for MENSA.

One nice thing about this set of mind teasers is that you can choose to play in a number of languages, so it's a great way to learn the Spanish for "Touch the two pictures that match and are joined by lines". Presentation involves some very bizarre Dali-esque graphics and weird synthesiser sound effects. But is it fun? Only for a while.

Verdict 32%

HOUND OF THE BASKERVILLES

£29.99 ON-LINE



From this main screen you can choose to listen to a narration or read reams of text. Wow!

This is an interactive murder mystery, apparently. In actual fact it's more of an interactive storybook, in which the story of Sherlock Holmes' most famous case is broken down into small chunks. It's based on an idea for presenting a murder mystery developed by a book publisher a number of years ago. You are given the book as a kind of crime file and you are encouraged to read it through event-by-event and try to develop your own idea of the solution .

On CD, this means you must navigate your way through huge wodges of on-screen text and look at the odd digitised photograph. It's a terrible way of reading a book and it does not add any real element of interactive enjoyment. On top of which, the presentation is dire apart from the employing of a professional narrator. Buy the book.

Verdict 12%

PSYCHO KILLER

£29.99 ON-LINE



Typical gameplay: you're about to crash. As the scene flick, you must click on the brake pedal.

On-Line are one of the few visionaries to realise that they can use the Amiga to develop real interactive movies. Sadly, they have come up with an interactive home video. The whole thing is shot as if it were a movie using still photographs which are then digitised.

A narrator unfolds the story as you navigate around the Home Counties trying not to get killed. Generally it's simply a matter of clicking to go right or left, but occasionally you have to react quickly, moving the pointer and clicking to avoid certain death and a restart.

This sort of 'you died this time but you'll get it right next time' gameplay is poor. And who wants to play a spotty herbert from the suburbs of London who drives a Vauxhall Chevette anyway? Not me. (*So what car is it you drive? – Prod Ed*)

Verdict 13%

CHAOS IN ANDROMEDA

£29.99 ON-LINE



Your mission, should you decide to accept it, is to have your brain wiped and be a CIA goon.



Arriving on a planet, you must wander around in the small screen and... errm... do things.

Again, this is an Amiga game. It's a large adventure game created by a Danish team and as such, it has something of an enthusiast feel to it: it's very reminiscent of a Public Domain-style game, but on a major scale. Rather like Tangerine Dream music, if you do like this sort of thing and have the patience to get into it, it will no doubt reward you by absorbing you into its own little world.

It's a straightforward enough graphic adventure that employs an overhead map view. You have to move your character around the landscape and into buildings and see who or what you encounter.

Messages and conversations are printed in a message box below the main view. This game, though, is not really going to appeal to anyone who is not already a bit of a fan of the adventure gaming genre, and even then it's not an outstanding example of this style of game.

Verdict 33%

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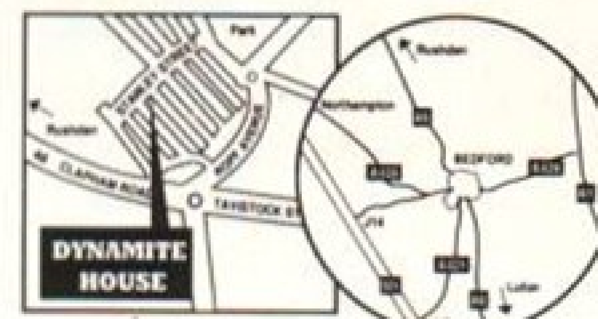
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THE DISCIS CHILDREN'S BOOK SERIES

£34.99 AND £39.99 DISCIS

This is a delightful collection of popular children's picture books brought to the television. Each one is operated in the same way, so in effect we'll deal with them as one collection.

The series is biased towards American books with American narrators and American spelling, but since the majority of children's television cartoons are now American-made, that would only be a problem for the fussiest of English parents. It also gives rise to an interesting feature of the series, in that every book can be read in Spanish, America's second language, if you so wish.

The format is the same for each book. The book is spread open in front of you, with the illustrations from the original printed versions reproduced in digitised form. And they're nicely digitised, too. The words are printed in large, friendly text, with never too much to read on one page. And there's music playing throughout, too, which makes the whole experience very like watching *Jackanory*.

To move through the book, you click on the dog-eared bottom-right corner to turn the page or move a slider at the right-hand side. If you just want to listen to the story, you click on the little loudspeaker icon at the start of each paragraph and the narrator will read, turning the pages, to the end of the story. Each sentence is highlighted while it is read.

The interactive element is that you can click on any word on the page to hear it spoken, or hold down the button to hear an 'in context' description of the word. You can also click on any part of the picture and the word that describes whatever you've clicked on will appear on the screen and be spoken.

The only mild problems with the control system is that the CDTV tends not to take input when it's doing something else, such as loading the next piece of music or narration. This means that sometimes you click and nothing will happen; which could be just a bit too fussy for impatient little fingers.

The CD books are just as likely to become treasured possessions for younger children as 'real' books do already. They're nicely presented to a very high professional standard. Of course, different stories will be preferred by different people according to the subject matter - we've tried to give you an idea of which we preferred and why below.

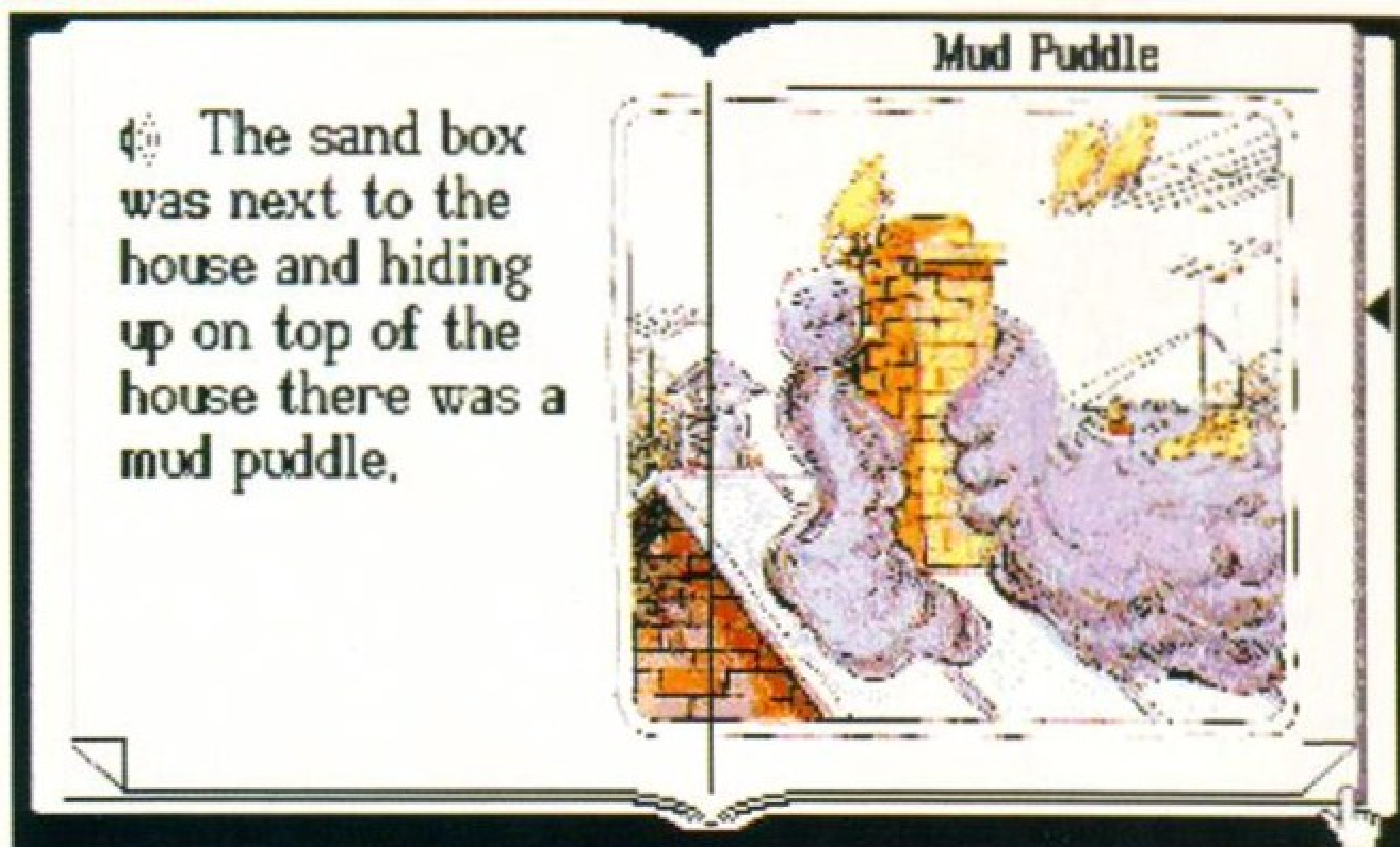
All in all, the only question you have to ask yourself is do you really want to pay that much more for a CD than a book? Kids' books have very few words, which translates into very few minutes of CD-watching, which makes them expensive at only one story per disc.

Books have a 'feel' as objects which is entirely their own and many parents would prefer to get their kids away from the telly to read. On the other hand, if it keeps them quiet and encourages the kids of the video age to pay attention to words, it has to be good. Your decision. It's the price that really makes it seem unviable.

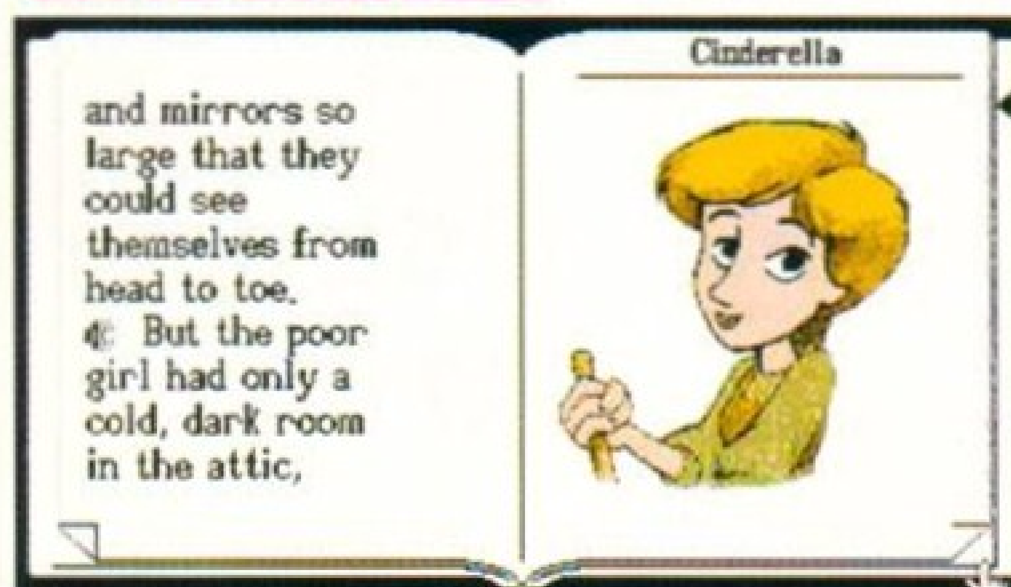
AMIGA FORMAT Verdict 70%

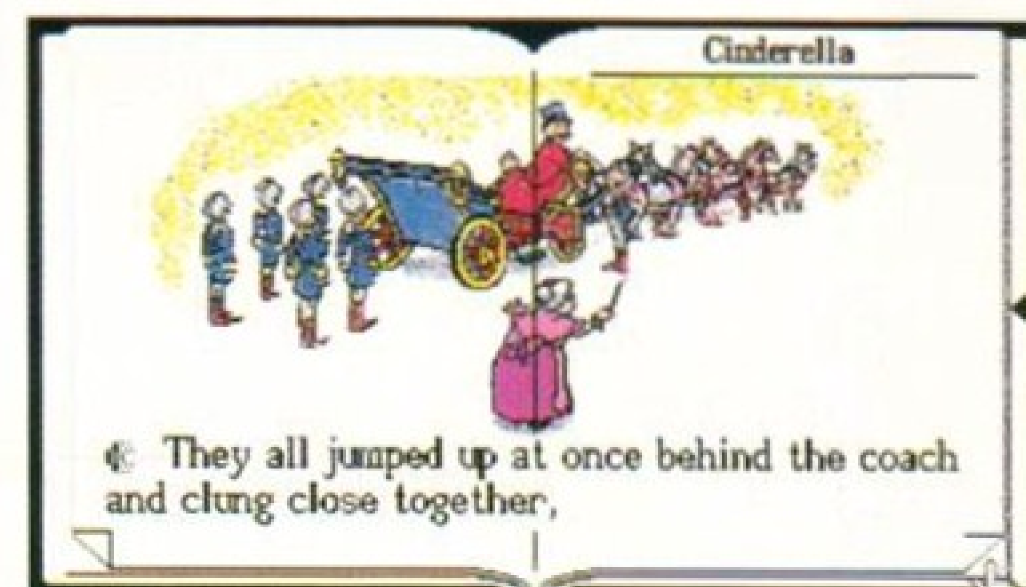
MUD PUDDLE

It's an American narration of a story by a Canadian. It's a story kids can empathise with about a young girl who keeps putting on clean clothes, but every time she goes out she gets jumped on by a puddle of mud. Sweet!



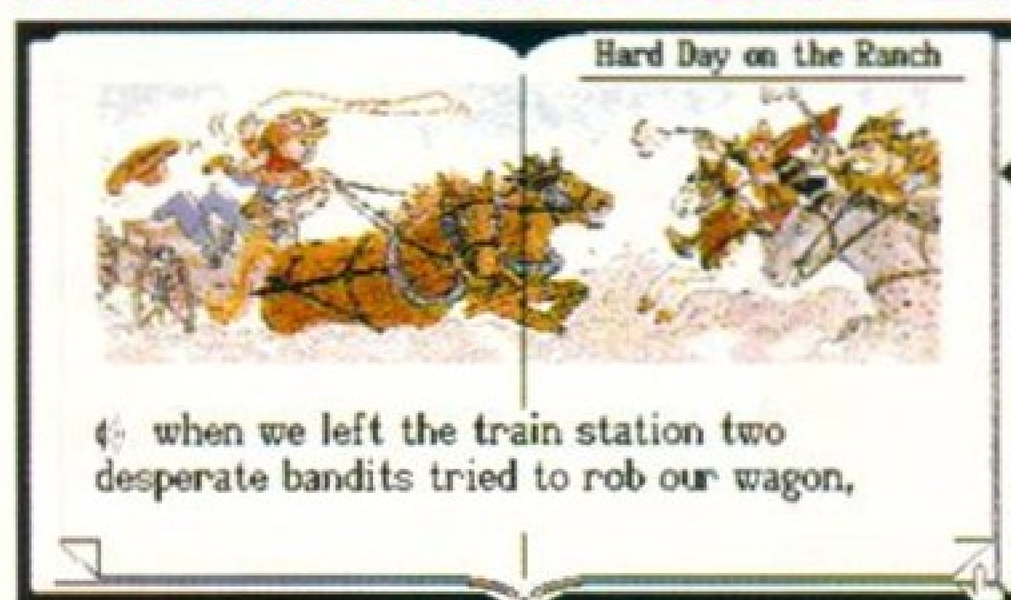
CINDERELLA

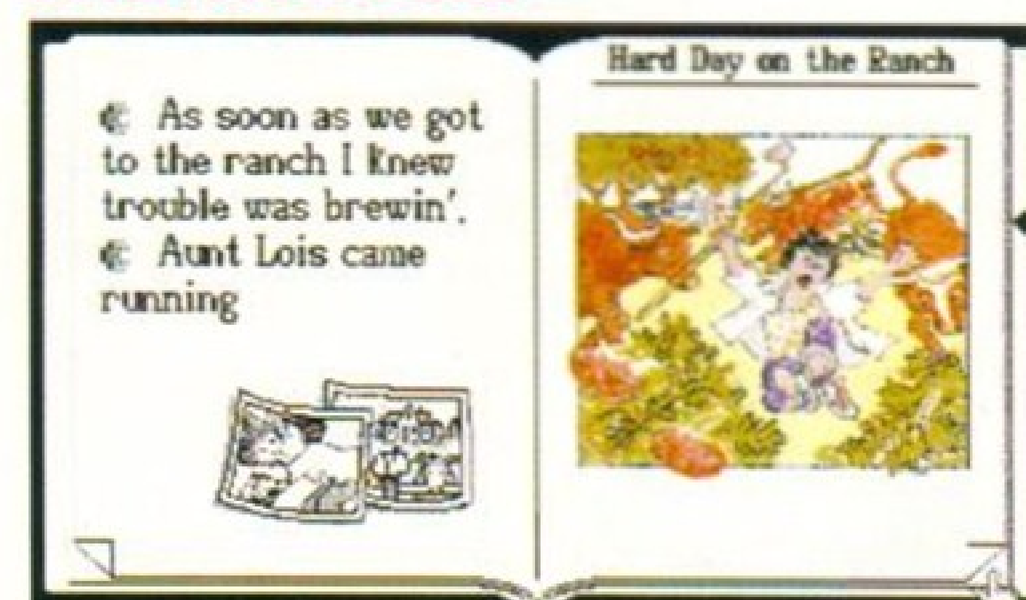




The old standard fairytale, in a simplified modern-language version with American narration. Somehow the pictures of the characters seem very American and the story loses some of its antique charm.

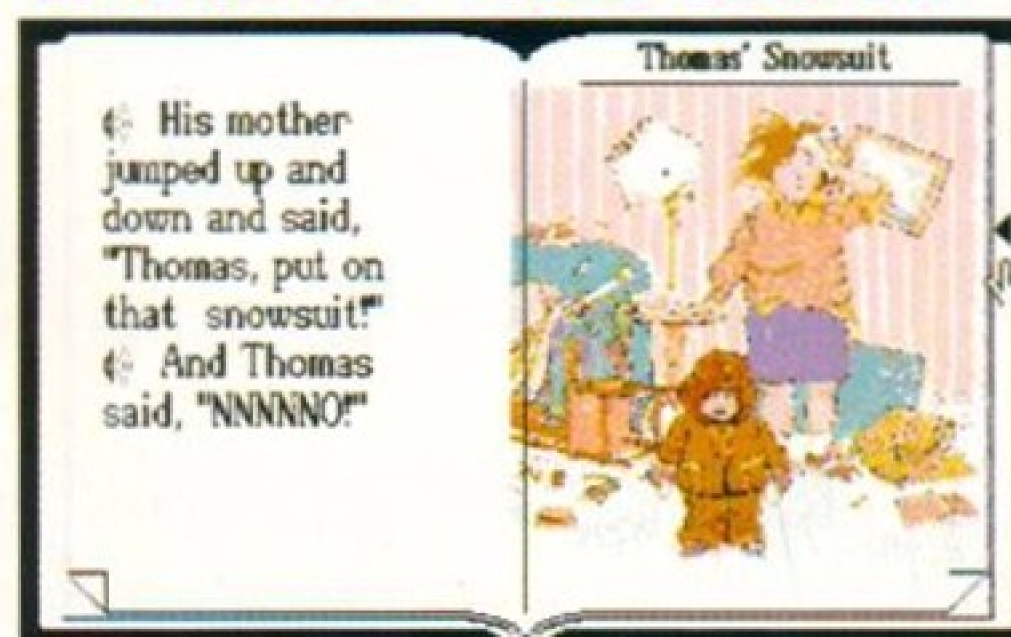
A LONG HARD DAY ON THE RANCH

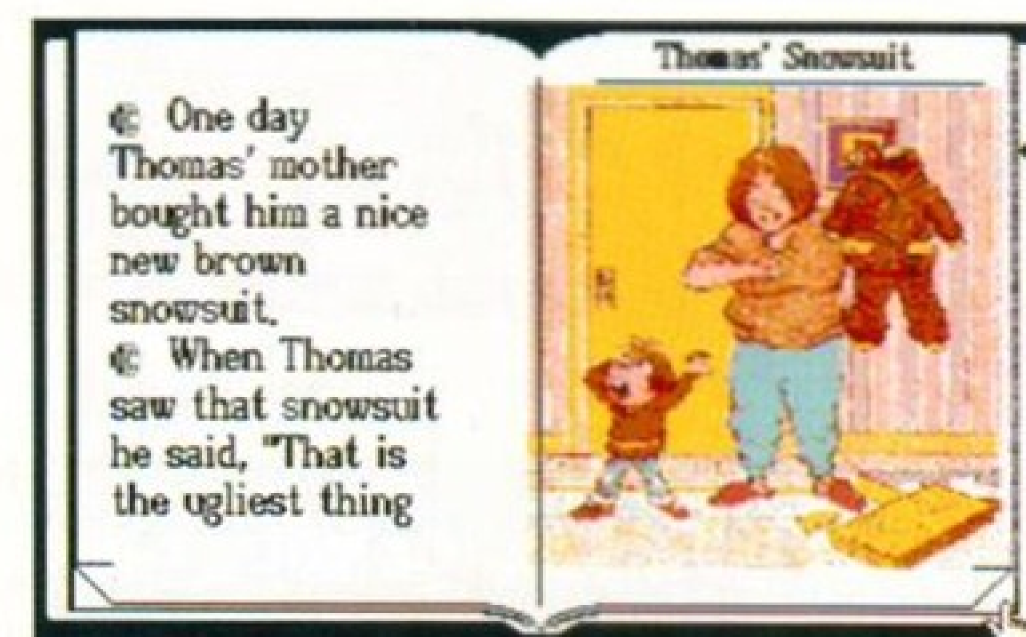




Amusing little tale narrated from first person by a young lad who imagines he's spending a day full of adventures on the ranch, whereas the reality is more mundane. Pleasantly amusing.

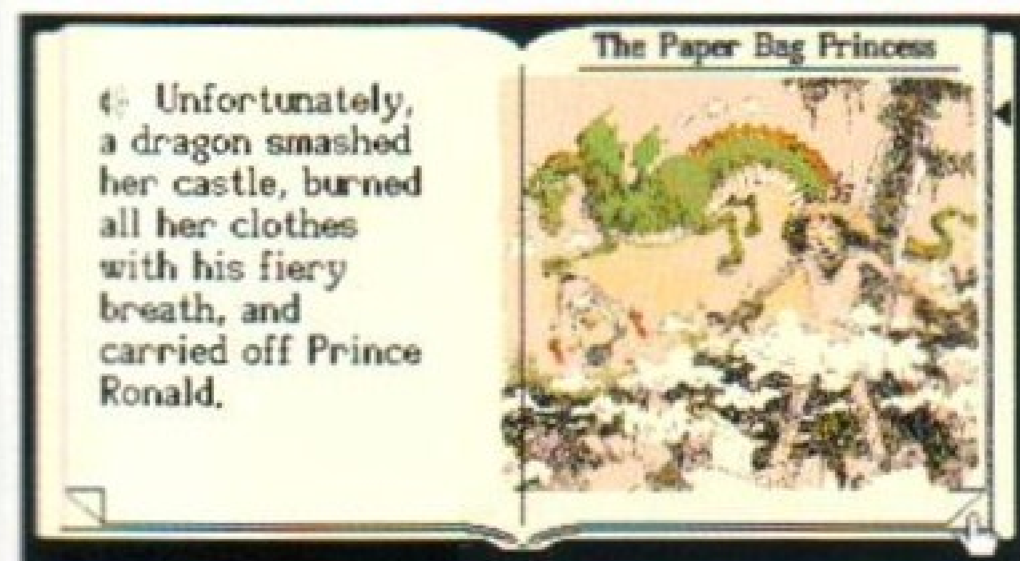
THOMAS' SNOWSUIT

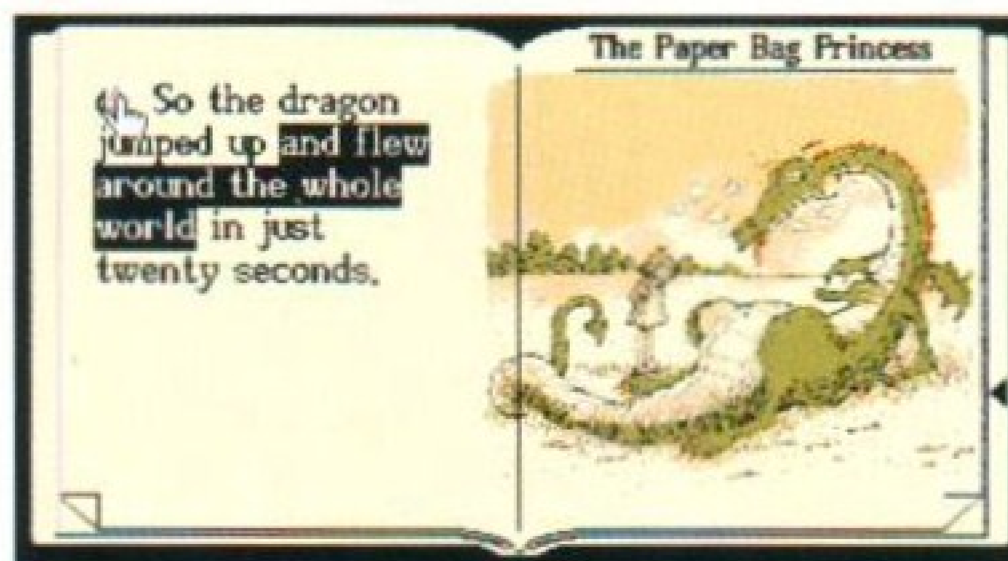




Thomas really does not want to wear his snowsuit, and ends up in all sorts of tangles as a result. Kids will identify with the foot-stomping refusals to cathartic effect. Amercanishness intrudes slightly.

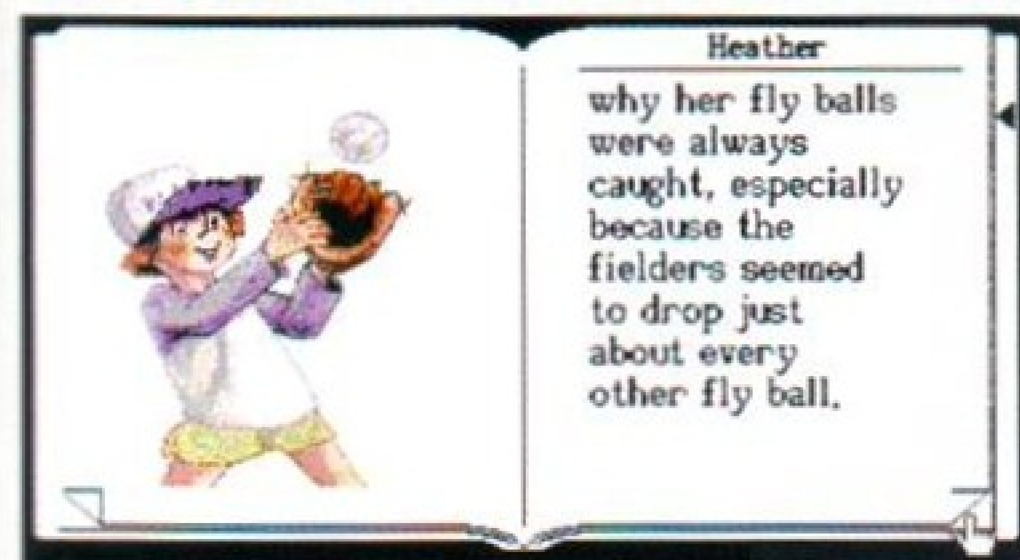
THE PAPER BAG PRINCESS

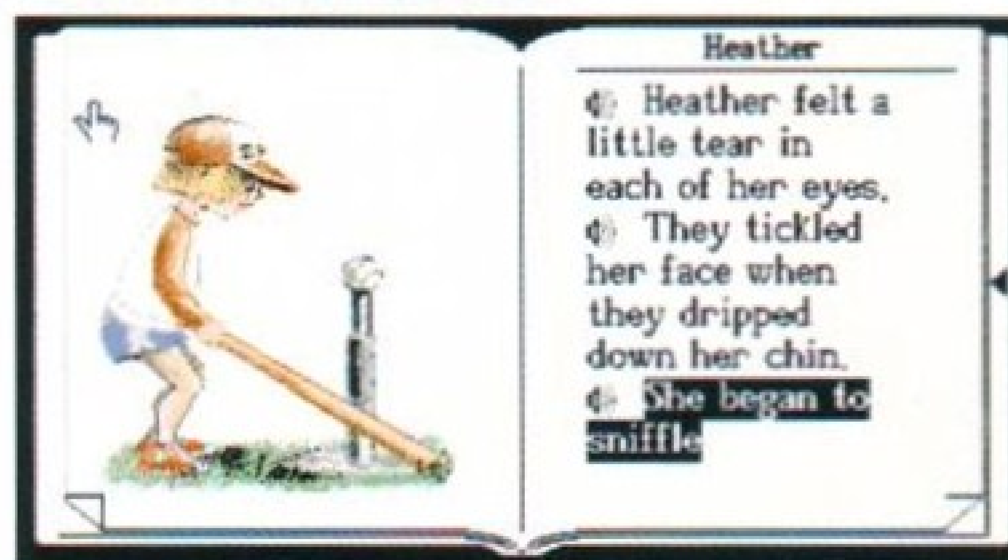




Excellent anti-sexist tale of a young princess who is bereft of her nice clothes and nice prince, and leaves to assert herself by outwitting a strong but very stupid male dragon. Delightful.

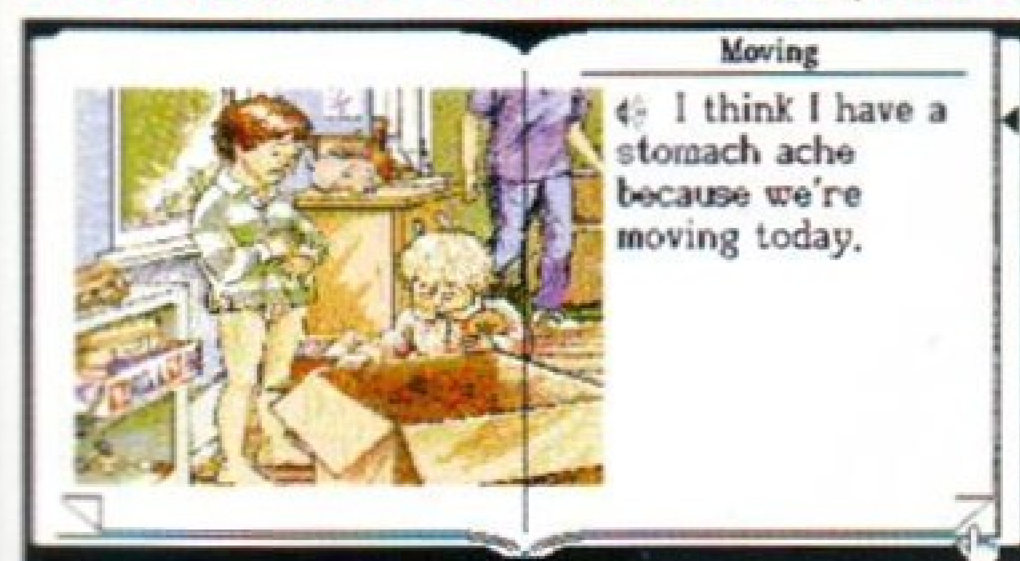
HEATHER HITS HER FIRST HOME RUN





Definitely American story about the lass Heather trying to succeed in a bizarre baseball variant. Lots of success-ethic underlying this one: a little bit of indoctrination into the American dream.

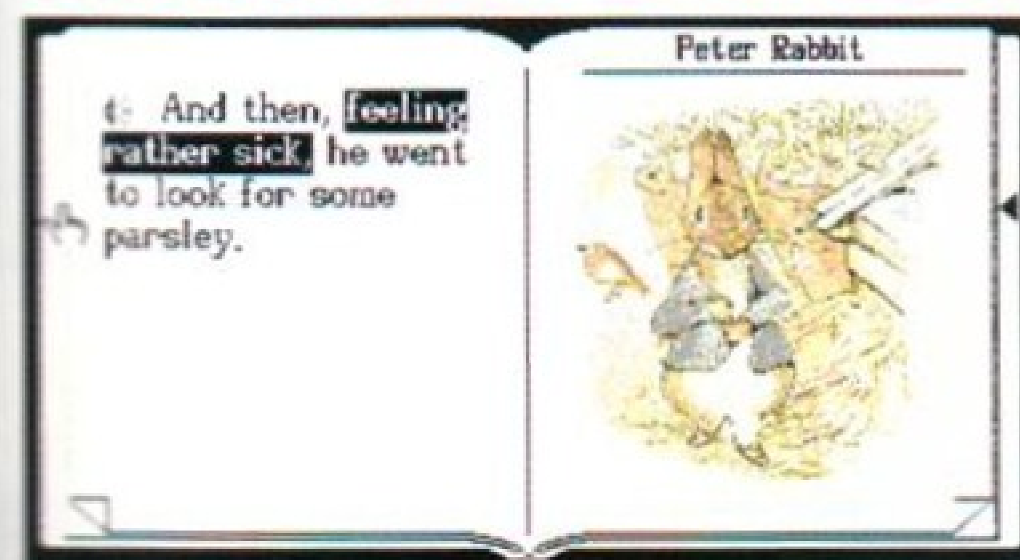
MOVING GIVES ME A STOMACH ACHE

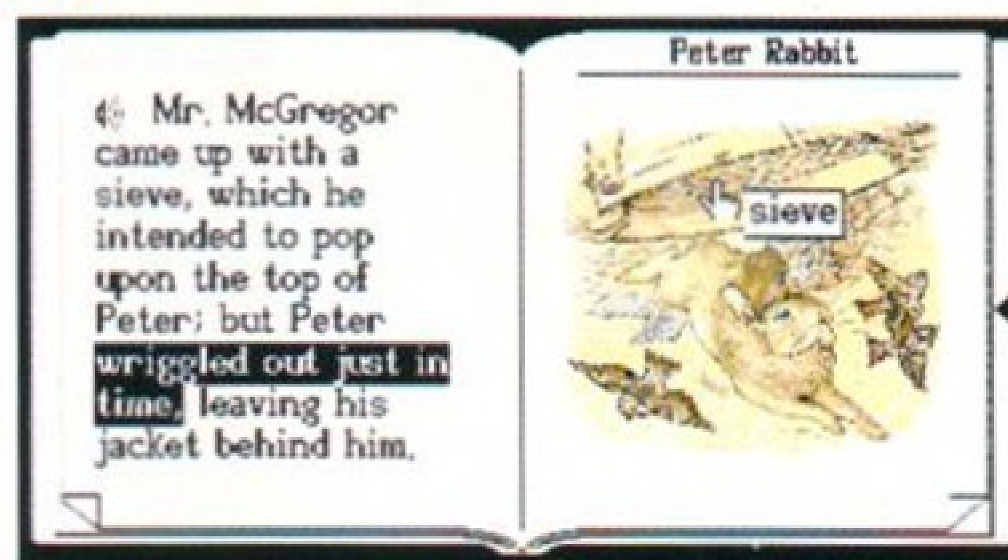




Enjoyable story of a young lad reluctantly packing to move house. Plenty of identification with a young boy's quirks (like keeping everything under the bed) but a slight lean towards that irritating American precociousness.

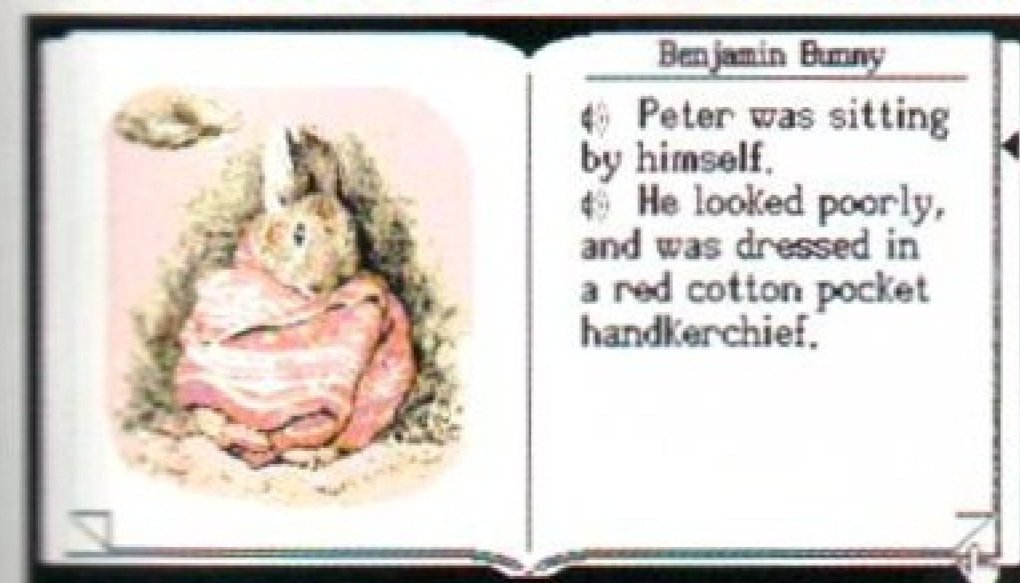
THE TALE OF PETER RABBIT

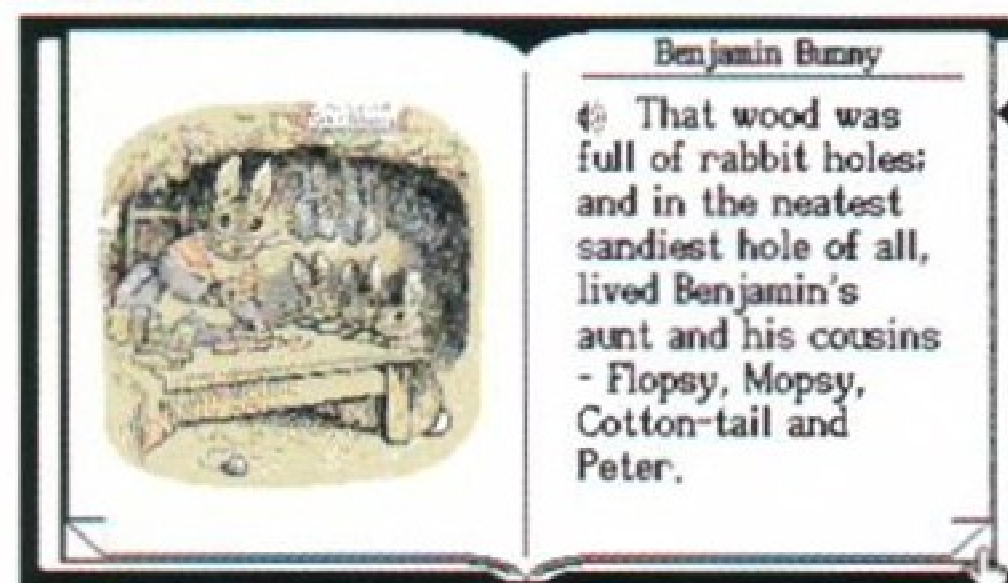




The Beatrix Potter classic narrated, thank goodness, by an Englishwoman. Even though the digitised graphics are of excellent quality, you can't help but feel they're that much nicer in print.

THE TALE OF BENJAMIN BUNNY

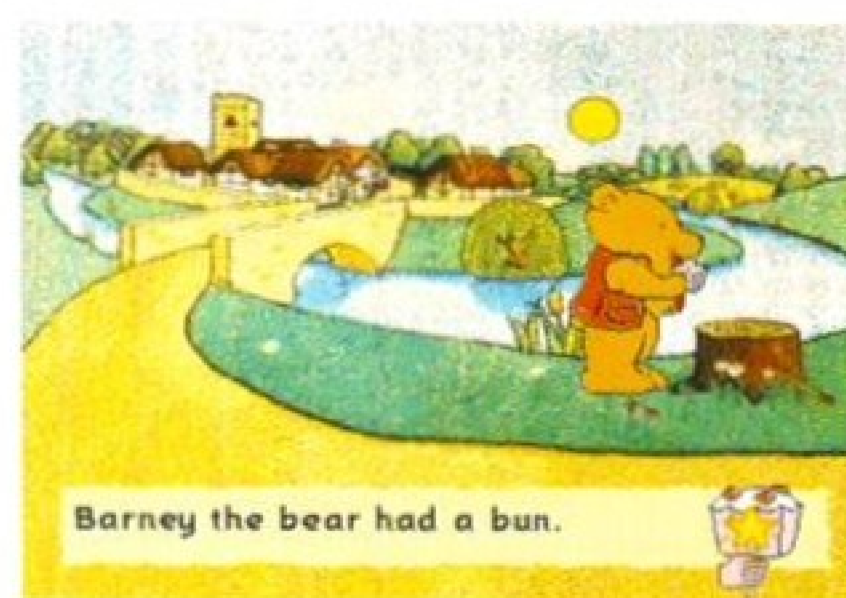




Slightly less well-known Potter tale. Same narration and presentation, same slight qualms. There's something so nice about those little pocket-sized hardbacks, isn't there?

A BUN FOR BARNEY

£34.99 BBC MULTIMEDIA



This is a combination of a storybook and an exploration game. The story of Barney the Bear and his iced bun with cherries on is narrated by ex-Doctor Who Tom Baker and features gorgeous graphics and animation.

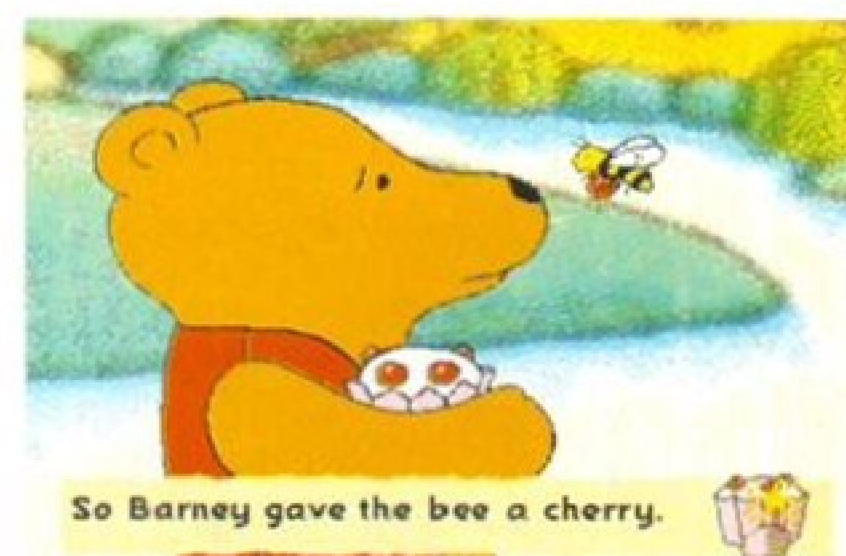
If you watch it straight through, the whole thing will last about 15 minutes, a reasonable chunk of which, it has to be said, will be made up of waiting for the next screen to appear, but what it lacks in Amiga programming finesse, it makes up in multimedia presentation.

But you're not really supposed to just sit back and watch. As you move the pointer around the screen it changes to a magic wand over certain points. Press the button over one of these points, and something surprising happens - the frog leaps, the weeping willow weeps or the bunnies do a dance. And at any time, you can click on the words on the screen to hear the individual words spoken.

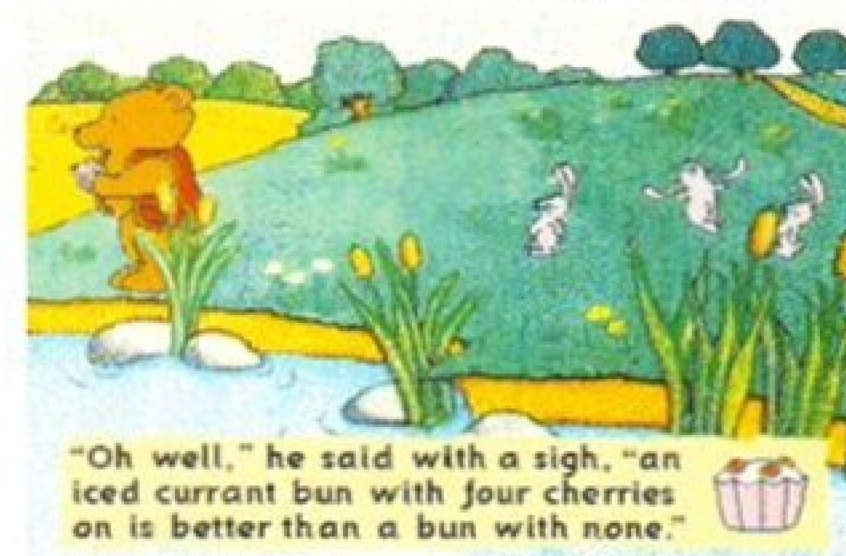
It's a lovely storybook in itself, but the interactive element adds immensely to it. That's mainly because the things that happen when you click on something are so delightful. I can see a kid exploring this and cries of "Come and see this!" ringing through the house regularly.

It's lovely. But it is a bit expensive.

Verdict 79%



Click on the words, and Tom Baker will speak them. Click on the bee and he loops the loop!



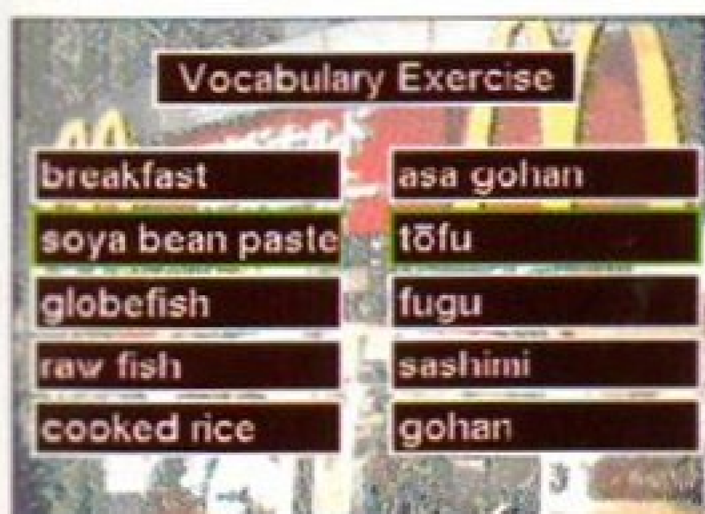
Click on the rushes and from behind them appears a troupe of cavorting bunny rabbits. *Aaaahh...*

JAPAN WORLD

£49.99 GLOBAL LEARNING SYSTEMS



Look daunting? Don't worry, the alphabet is easy to learn using this program.



The vocabulary excercises teach pronunciation, so at least you won't starve!



There is even a lesson on techniques and etiquette for using chopsticks.

One of the most useful aspects of Multimedia is the ability to create a totally interactive method for teaching languages. Usually language courses rely on a combination of books and audio tapes, but this requires you to be able to keep up with the tapes while you are reading. Of course, you can pause and rewind the tape when you drop behind, but it's much more helpful to have everything synchronised to begin with.

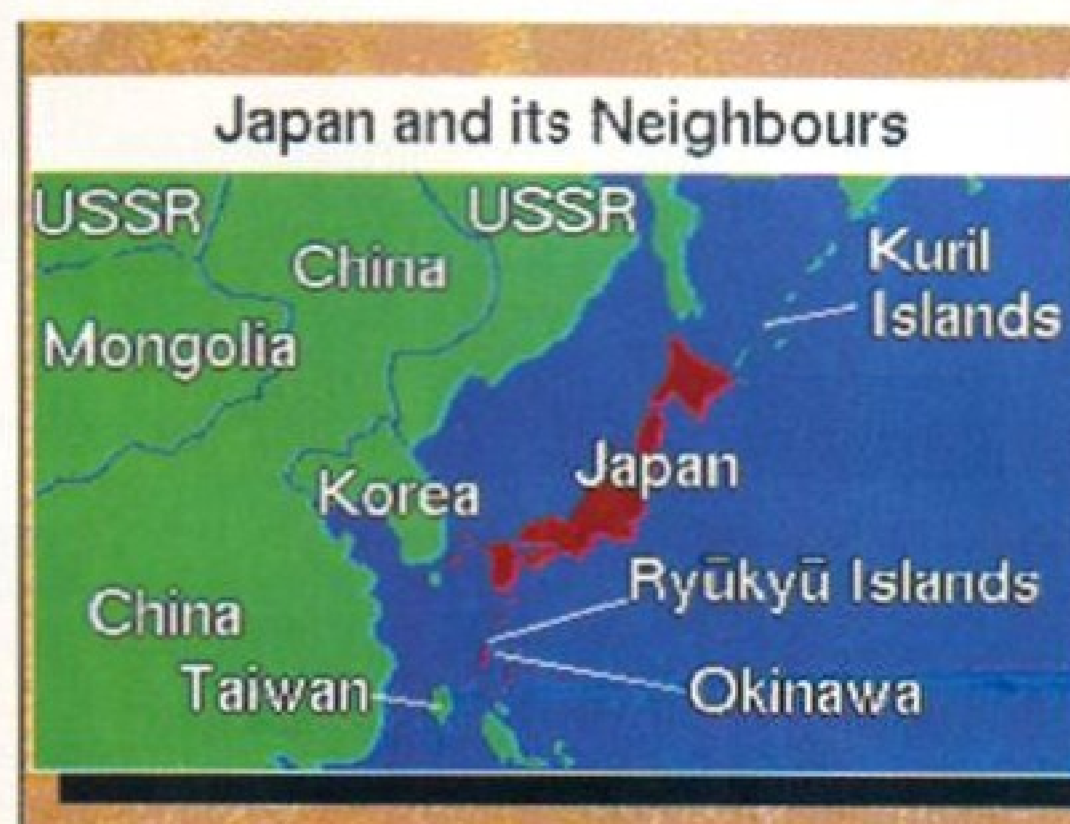
Japan World presents just such a package, combining written word and visual information with sound to provide a comprehensive teaching guide that moves at your own pace. The lessons are split into sections covering various elements of Japanese life, including food and drink, culture, religion, shopping, geography and work. Along with background information on each subject (featuring lots of pictures), there are language lessons complete with exercises in the form of puzzles. This allows you to test yourself after each lesson by both reading the on-screen text and listening to the recorded voices. There are even lessons on writing Japanese characters, ranging from the history of written Japanese through to the modern day. The sound and vision work extremely well on this section in particular, showing the various characters along with their pronunciation, followed by examples and tests to allow you to grasp, very quickly, one of the most complex areas of Japanese – the Katakana alphabet.

The background information is as good as any other Japanese teaching course you can buy, with information on virtually all elements of Japanese life, backed up with lots of pictures and animations to illustrate the lessons. The recorded Japanese has been spoken by a native, so you actually pick up the proper pronunciation, a point which has let many training courses down in the past. This combination of in-depth lessons and well designed presentation goes to make *Japan World* a comprehensive and extremely useful teaching tool.

Verdict 89%



Well, there had to be a Sumo wrestler in there somewhere!



Just in case you didn't know where it was, this map points out the positions of Japan and its surrounding islands.

FUN SCHOOL 3: UNDER 5S

£24.99 EUROPRESS SOFTWARE

Straight Amiga port, this: no enhancements at all. It's a collection of six little games designed to teach basic reading, comprehension and maths skills to pre-school children. The games involve: picking out the capital letter that matches the lower-case letter on the screen; choosing a word (hop, sit, read etc) to make Teddy do the action; counting a number of objects; connecting a word with a picture of the object; matching pairs of shapes; and colouring in a farming scene.

It's not the most impressive set of ideas in the world, but children do love the simplicity of these games because they can deal with them easily on their own. The fact that this does not exploit the capabilities of CD at all makes this version no news at all for Amiga owners who can buy it on floppy; but it falls into the category of stuff that it would be a shame for CDTV owners to miss out on. At the same time, it seems it's purely marketing that stops Europress from putting all the *Fun Schools* on one CD. The question you should ask yourselves is are you being ripped off?



There's a choice of six simple games, testing reading, comprehension and counting.



It seems overly simple – click on an action and teddy does it – but kids find it accessible.

Verdict 70%

FUN SCHOOL 3: 5-7S

£24.99 EUROPRESS SOFTWARE

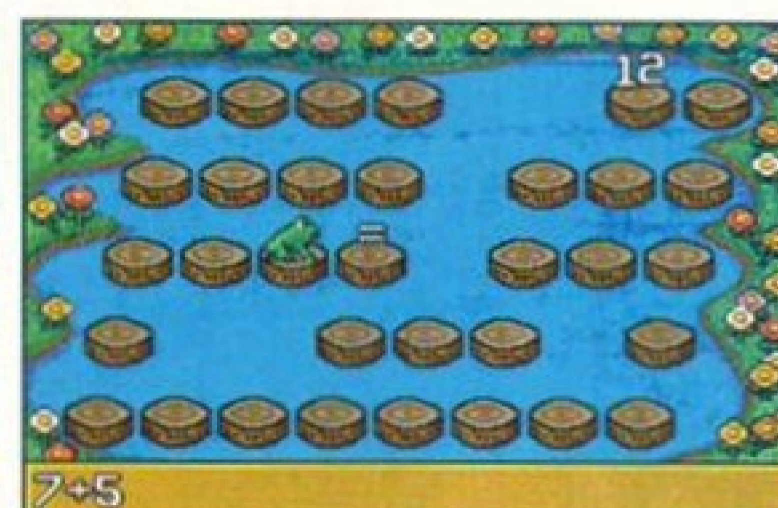
Essentially very similar to the other *Fun School* title, this is again a straight port of the two-year-old Amiga version. Because this is for an older age group, it involves a couple of more challenging concepts in the skills it is attempting to reinforce.

Of the six small games, four are pretty simple, involving: picking out the right object in the toyshop; telling the time on a clock with hands; guiding the frog to the place identified by a word; guiding the frog around the pond picking up mathematical symbols and numbers to create a correct sum. The other two are somewhat more adventurous, one testing knowledge of simple electrical circuits and the other teaching the basic skills involved in using a computer database.

These differences aside, the same applies for this disc as for the other *Fun School* title. The *Fun School* series, and their well-thought out characters, remain enduringly popular with Amiga owners and children take to them very easily, but you can't help feeling that the asking price is a bit too high.



Of these six games, *Electricity* and *Funtext* are unusual and interesting ideas.



Your average 7-year-old should find this easy, but there are increasing difficulty levels.

Verdict 70%

LEARN FRENCH WITH ASTERIX

£34.99 EUROTALK



Really this is just a storybook in French. But the way it has been presented makes it an ideal way of learning the language.

It's a simple enough idea, but it makes one of the most impressive CD titles yet to appear. Essentially this is just a talking storybook of the Asterix and Son book from the incredibly well-loved series. And it's in French. So far, so what?

Well, for starters it's narrated. This means that what you get is the pictures, digitised so that each screen to appear is just one frame; the words written down, in the captions and the speech bubbles; and the words spoken, by the narrator. For anyone learning a language, reading a favourite and familiar book in that language is a great way of developing. But when you've also got the speech, it adds a whole extra dimension.

You can read the story through with pictures, speech and no written words; or with pictures, written words and no speech. Or you can read it through with all three if you like, in 'interactive' mode, in which you can replay the speech bit by bit to help you understand it properly.

The coup de grace, however, is the last bit. If you add Microdeal's Voice Master, which is a microphone with an interface that lets you plug it in the parallel port, you can go through the story in another mode. This lets you listen to a sentence, then 'record' your own version with the microphone. You can then play back your version next to the original, and see where you are going wrong. It sounds like a gimmick, but it does work surprisingly well!

Verdict 84%



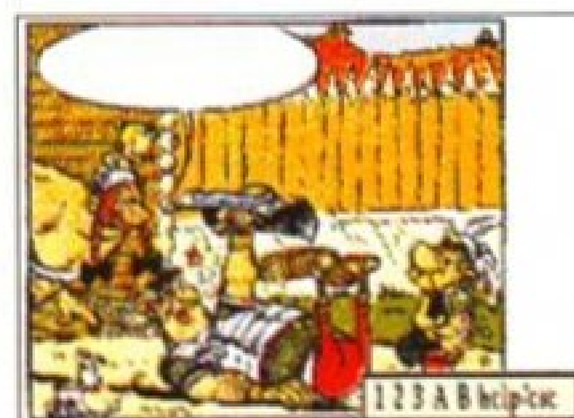
The story of Asterix and Son is digitised and broken down so that each screen is one frame.



You can simply read it through on the screen in French, clicking the button to see a new frame.



Apart from just reading, you can listen (no words appear) or both read and listen in 'Interactive'.



But this is the best bit: listen to the French, record your own speech, then compare the two.

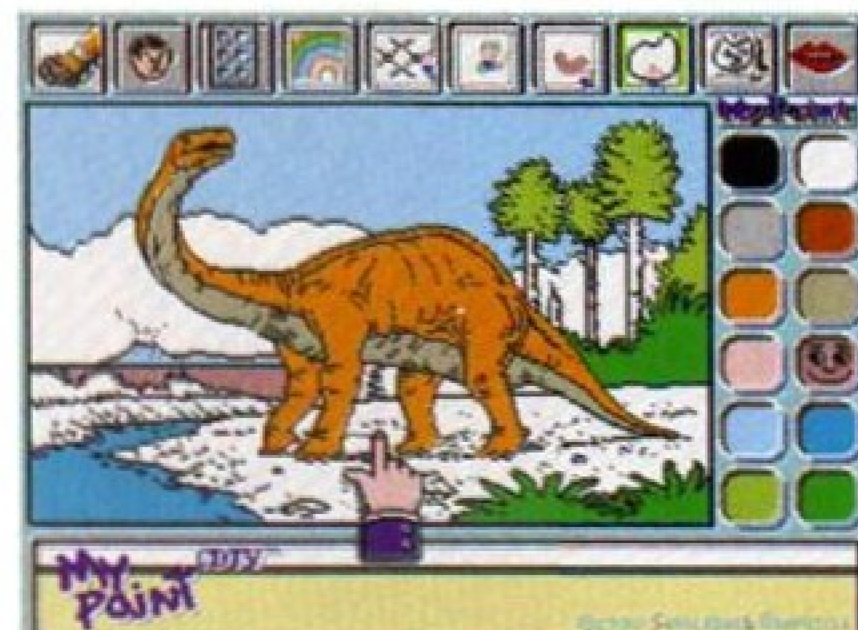
MYPAINT

£29.99 SADDLEBACK GRAPHICS

This is a slightly altered Amiga port. It's a simple paint program and colouring book. While the Amiga version was ideal for encouraging the creativity of younger aspiring artists, this is hampered by the control method: draw a picture using a remote keypad and it ends up all straight lines and horizontals. With this part of the program rendered almost useless, you're left with an on-screen colouring book. The 100 or so line drawings which are there to be coloured are pretty decent, and numbers and aplhabets add an educational angle. Yes, it's fun. But it's not special, and it's worse than the Amiga original.

Verdict 35%





There are three different 'modes' in which this kids' paint program operates: freehand draw, as seen on the left, colouring book, as seen on the right, and 'magic' reveal: a picture appears as you scribble.

ALL DOGS GO TO HEAVEN

£34.99 MERIT SOFTWARE

This is an even more mundane colouring book. It contains a number of line drawings of scenes from the canine musical movie, each accompanied by a snatch of soundtrack. You move the pointer over the colour you want to use and click the button, then move the pointer over the area you want to paint that colour and click the button again, and it fills in.



Click on the colour you want at the bottom of the screen and then click on the area you want to fill. You can also listen to the sounds. That's yer lot.

Computer paint books are satisfying in a way for young kids, because they can't colour over the edges the way they can with crayons, and because they can change any colour at any time. This means that they can happily spend a few minutes absorbed in the task of getting it right – and, of course, none of the changes are saved, so each time the title is restarted there's a blank canvas again.

I'm sure the kids will want to show Mum the results: but one of the drawbacks about this colouring book idea is that they can't hang it on the wall. Go on, be nice to your kids: give 'em some powder paints and let 'em get dirty instead!

Verdict 25%

BARNEY BEAR GOES TO SCHOOL

£29.99 FREE SPIRIT

Seldom has ***Amiga Format*** seen a more appalling educational game. It's an Amiga port with absolutely no tweaks at all, and even as an Amiga game you'd wonder what they'd done with the other half of the disk.

It starts with Barney tucked up in bed, and you click on him to rouse him. Then he goes to the wardrobe, and you have to click on his red



One of the three 'interactive' scens that Barney encounters before he gets to school. Does Barney want to eat a hearty breakfast?

shirt to help him dress. Then you must decide whether the dear bear should eat a hearty breakfast or skip it. As he's too young to have a hangover we assume he'd want to stuff his face with sugar-coated Weetocrispypops, and sure enough we were told a good little bear always eats well. Remember, kids: good morality is a good diet!

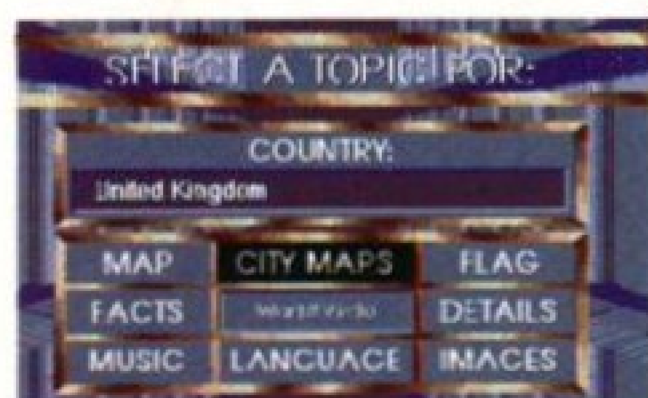
Then Barney goes to school where there's a blackboard on which you click to access three different games: a 'how many' numbers game, a 'pick the letters' spelling game and a colouring book. Wow. Dragsville. Look in the Deja Vu PD library for some good AMOS stuff instead, eh?

Verdict 11%

WORLD VISTA ATLAS

£54.99 APPLIED OPTICAL MEDIA

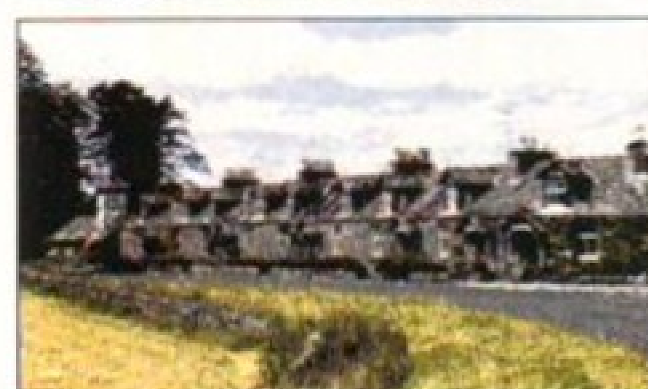




Each country has much more than maps: you can even hear local music!



Each country is split into several areas, each with its own map.



Digitised images of the landscape and the cities give you the feel.

The main thrust of this disk ought to be the maps, but really it isn't. The maps themselves are nice large-scale colour jobs, that have been digitised and presented as massive overscans which you can scroll around, which is reasonably practical, but a zoom-in feature would have been nicer.

When you select a country, you are also offered massive quantities of other types of information, including lots of geographical, cultural and political statistics, which would make this a good educational tool for children. The most interesting options are the images, digitised photos of landscapes and people, and the language option, which runs though a number of basic phrases in the country's native tongue.

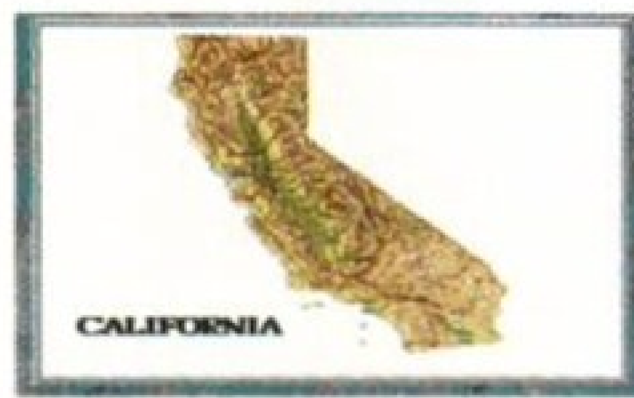
There's a lot of good ideas packed into this package, and it could happily replace the basic atlas in book form in schools and families. The photographs, along with speech and even music, from the world's nations make this a voyage of exploration rather than just a dry-as-dust chore. All it really lacks is a few extra touches in presentation and a lower price.

Verdict 75%

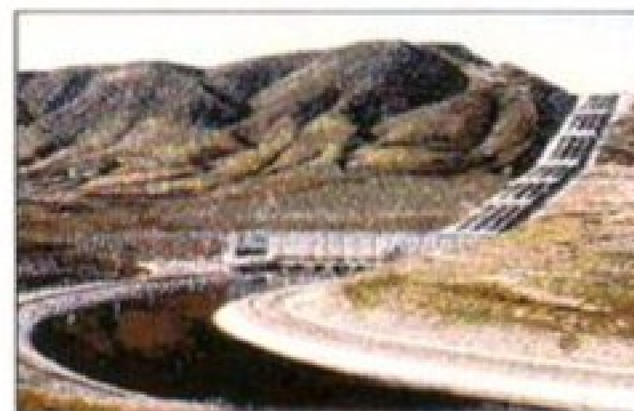
AMERICAN VISTA ATLAS

£54.99 APPLIED OPTICAL MEDIA

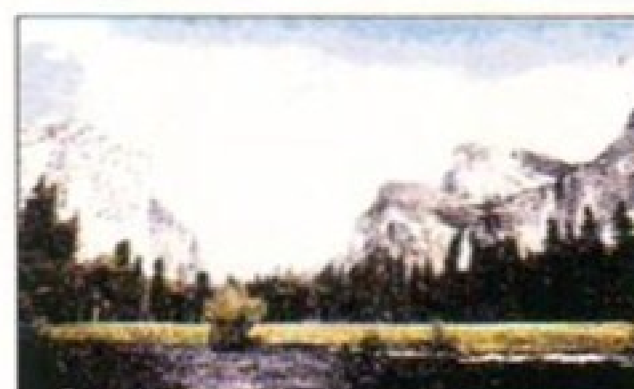




Each state has topographical maps with a preview of the whole lot.



Digitised pictures tour the sights, from great man-made features...



...to the beauty of the landscape.

Very similar to the *World Vista Atlas* in its presentation as well as in the kind of information that it offers, but tweaked to cover a state-by-state survey of the USA. It's slightly less fun and rather more information-oriented than its partner, with more maps, information and statistics.

You might expect it to be off-putting simply because it's about America and wish for a UK version: but in actual fact, the opposite is true. As a journey of exploration around a foreign country it works excellently, particularly because of the masses of digitised photographs of places of natural, historical, architectural or just touristic interest. I've already discovered several places I now want to go to on holiday!

A set of these covering different countries would be a great learning tool. Again, the criticism labelled at the disc would be that the presentation could be brushed up: less selecting from a menu of words or browsing through a slideshow of pictures, and more zooming in to detailed maps or clicking to reveal a photo. And again, it's a little overpriced.

Verdict 75%

THE GARDENFAX SERIES

INDOOR PLANTS
TREES, SHRUBS, ROSES AND CONIFERS
FRUITS AND VEGETABLES

£34.99 EACH INTERSEARCH SYSTEMS

Home-grown stuff, this, and perhaps it's only in the UK market that a CD on gardening could take root and flourish, never mind three titles. First impressions are somewhat off-putting: the graphics appear to have been designed by someone who thinks that *Blankety Blank* is the sort of thing that makes the BBC lead the world in television. Forgive it that – and after all, taste is a very personal thing – and you realise this is an excellent product.

The gaudy main screen is a clever way of 'filtering' the index of 200-odd plants that are available for you to choose from. You click on an icon to define certain criteria – these icons are so effective that having used them once you'll never have to think twice about what they mean.

So by clicking on the 'light' option, for example, you can choose plants that prefer direct light to ones that want shade. Each time you select a particular criterion, the number of plants in the index is honed down, and you can go on defining the different criteria until you've found the red-flowering plants that like sun and a high temperature. This way of searching a list is unique in the CD titles we've so far seen and works excellently.

By now, the list is down to only a dozen or so: so you pop off and browse through till you see something you like. Each plant has a description, a picture and guides to caring for it. There are also little 'film' animations you can watch, that show you tricky operations like repotting as a step-by-step sequence.

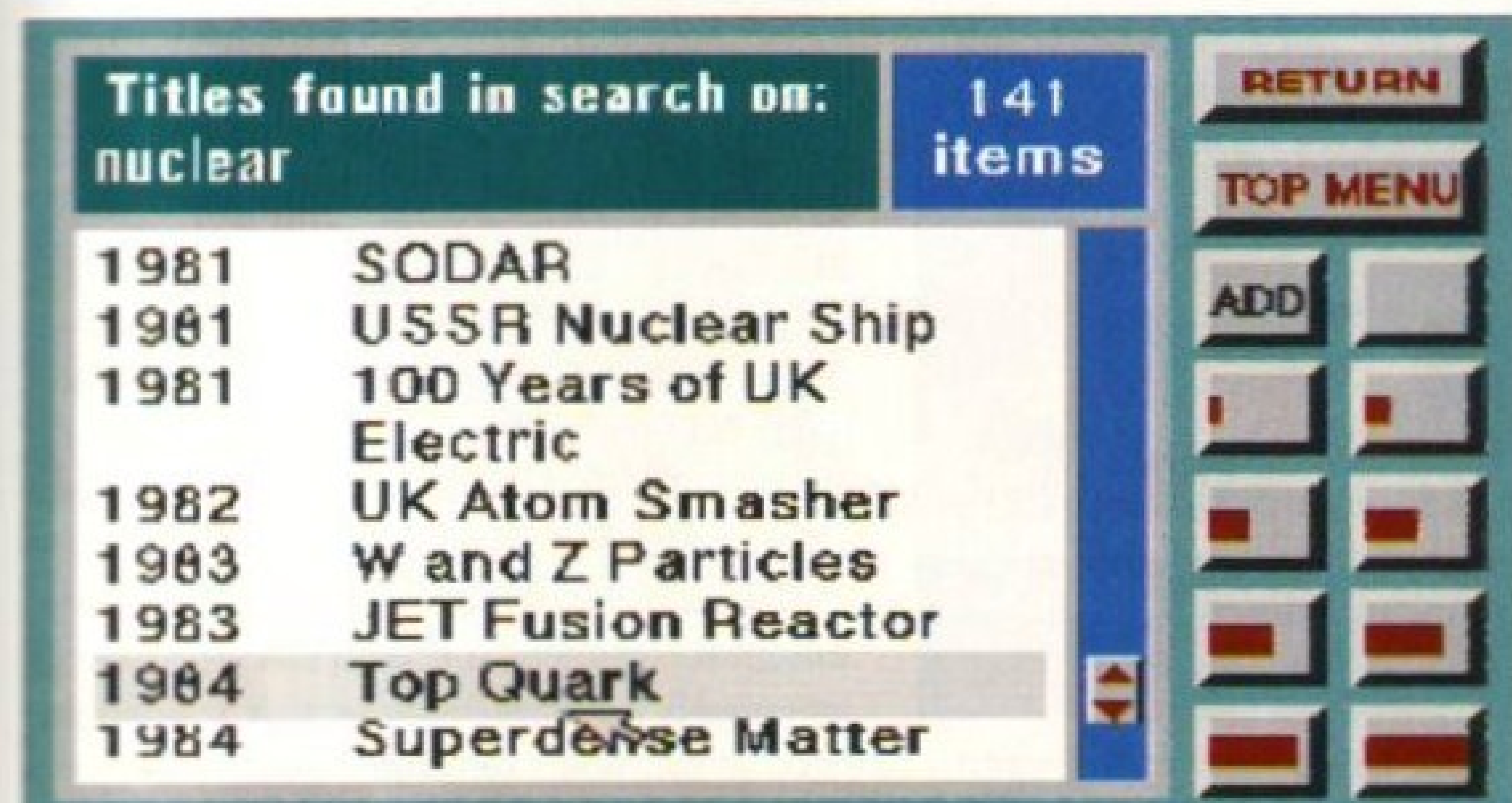
The main difference between the different discs is that the criteria are changed, but only slightly: so for vegetables you might want to choose between a root crop or a top, while with trees it may be a leaf colour or their that's important. The other change is to the films, with appropriate techniques for the different kinds of plant.

This is really aimed at the novice or the developing gardener, rather than the experienced hand: and it seems to offer all the information you need to choose suitable plants and care for them properly. And that's really what you need to know.

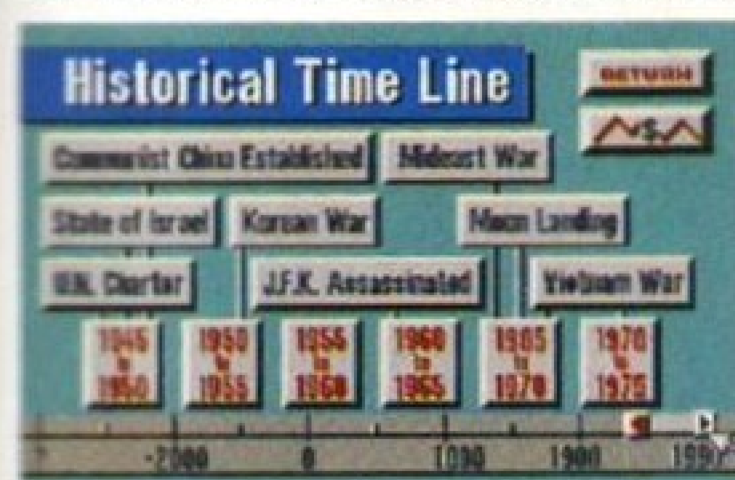
Verdict 85%

TIMETABLE OF HISTORY: SCIENCE AND INNOVATION

£39.99 XIPHIAS



The first way of finding the information you want is to select a keyword. From the keyword 'nuclear', all these different topics can be accessed.



Zoom in on an era to find what you want.



Pictures pop up, but not often enough.

The trouble with this is that it looks like it takes itself far too seriously. The visual presentation of the material lets it down immensely; it's dull and forbidding. There are essentially two ways of accessing a topic: from an index of keywords or from a 'timeline' of historical periods.

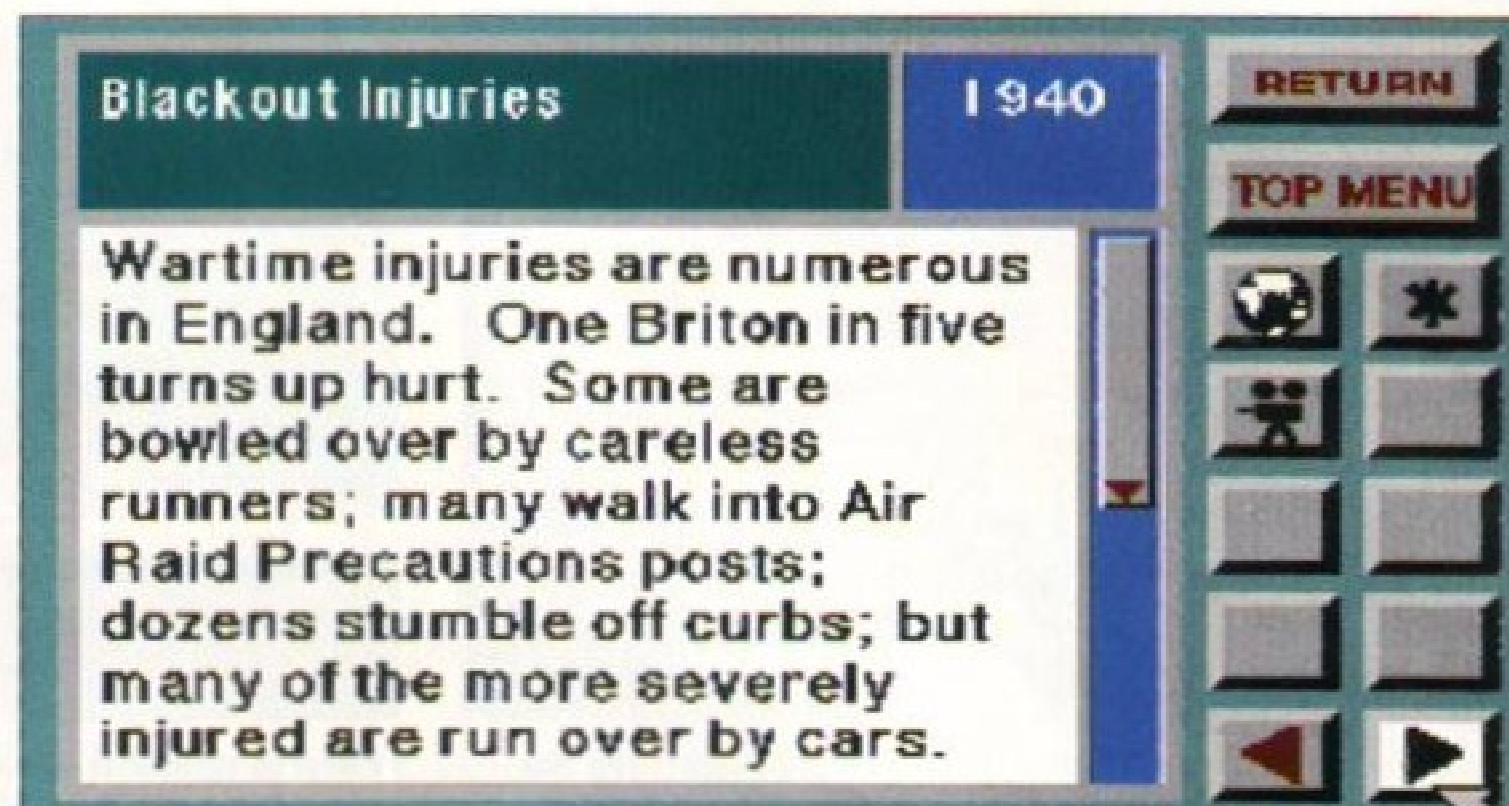
On a casual browse, you can find out a lot of interesting facts you never knew. A system that lets you highlight words in any piece of text to find other pieces on the same topic leads you on a fascinating wander through a world of information. On the other hand, there's an awful lot of very dull information too. What ought to bring it all to life is the ability to click on an icon to get photographs, illustrations, film footage, animations, snatches of sound and helpful diagrams. Sadly these are few and far between – I only came across one film sequence, of the space shuttle Challenger taking off. And frequently the same illustration pops up time and again, and you realise about the second time that it's pretty irrelevant to the subject.

Whether the makers of CD reference books are discovering that 500 Megabytes of data is all too little, or whether they are simply being lazy is anyone's guess. but it's this lack of the excitement that more graphics and sound could bring that lets it down.

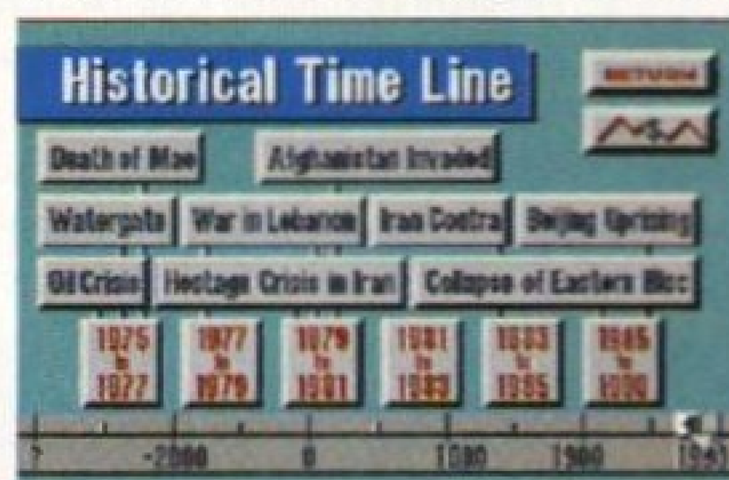
Verdict 70%

TIMETABLE OF HISTORY: BUSINESS, POLITICS AND MEDIA

£39.99 XIPHIAS



This is typical of the information you discover: it reads much like a newspaper article, with no real context. Clicking on the film camera icon brings up a picture.



Presentation is identical to the *Science* disk.



The pictures tend to be rather yawnsome.

The second title in this series is aimed at the sort of topics and facts that you would expect to find in a general history text book, which blends gradually, as we come through the centuries and into recent times, to become a bit more like a potted newspaper of the last 50 years or so.

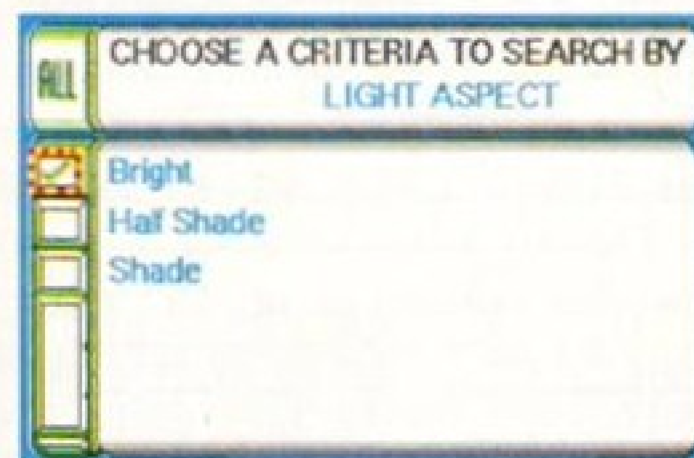
Each event in modern history is presented very much like a newspaper article, which very often means you don't have a specific context for a piece that you're reading. Even the well-implemented keyword system doesn't help you out much, because clicking on a word brings up a list of similar newspaper reports that are equally incomprehensible individually: there is no way of getting a simple potted background to the events being discussed.

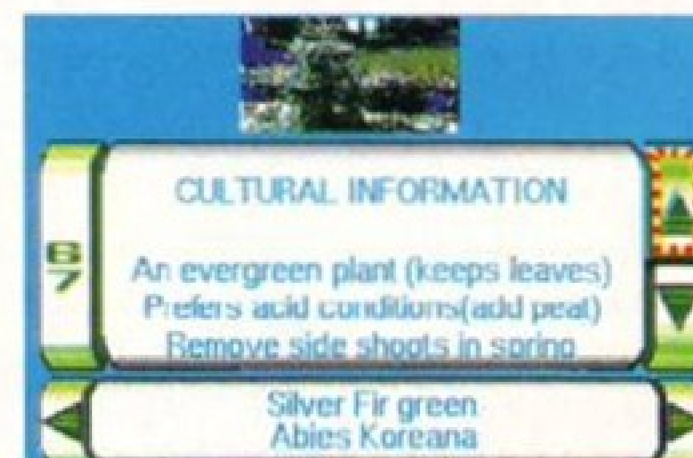
The illustrations tend to be more reminiscent of newspaper photographs. Some are just black-and-white stills of famous people, while others add background but not enough relevant information. The sound clips are also much like the small quotes that you get in many newspaper articles. And again, like a newspaper, this is also a product of its time and place: it's prejudice to an American view of the world and the way that events affected their country. On the whole it's far too biased a look on the history of the modern world.

Verdict 45%



It may look hideously gaudy, but in use this is the best main screen yet to be seen in CD software. Go round the outside selecting your criteria with the beautifully obvious icons: top left is colour of flower, for instance, and top right is amount of light. When you've set all the criteria you want, click on the eye to view the number of plants that fit the bill.





We want a flower that can survive in bright sunlight, so we put that on the wish list too. With all our criteria established, we can scroll through a list of suitables.

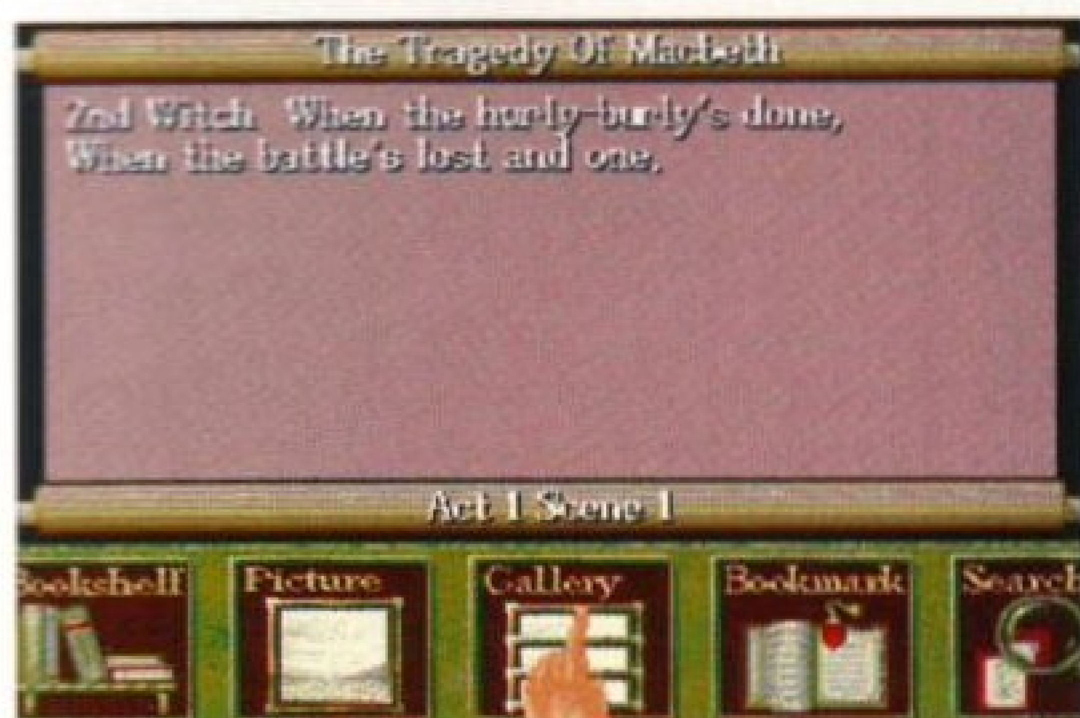




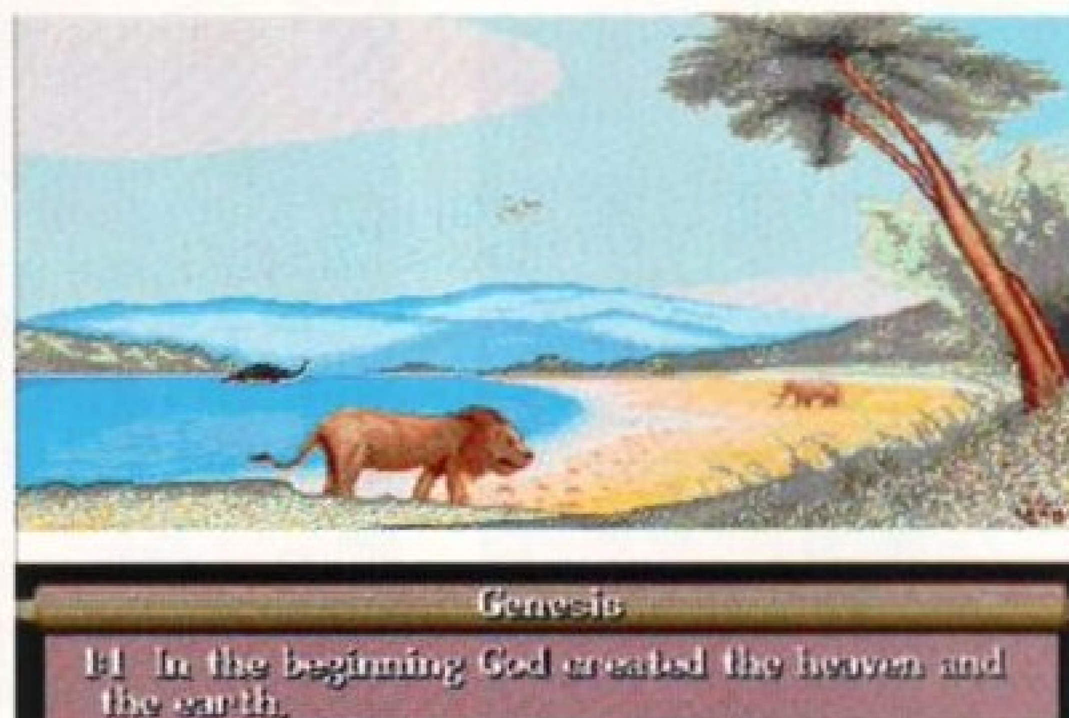
All the plants on the list we look through will suit our requirements, so now it's just a question of taking a look at the pictures and choosing one that looks nice.

THE ILLUSTRATED HOLY BIBLE
THE ILLUSTRATED WORKS OF SHAKESPEARE

£29.99 EACH ANIMATED PIXELS



Knock me down with a feather if that's not a typo – the battle has been 'one'? This is a major problem with these discs.



Pictures appear if you click on the icon in the row at the bottom of screen. *The Bible* features such *DPaint* efforts as this.

When we first heard that this disc was to be released, we expressed our fears that it would be simply composed of on-screen text and a few pictures. It's been said, mainly by an extremely optimistic Commodore chairman, that CD is the medium of the future that will take over from books. But if you use CD simply to present a book, using none of the exciting possibilities that interactivity brings, what do you end up with? A book that's hard to read and hurts your eyes. Nice idea!

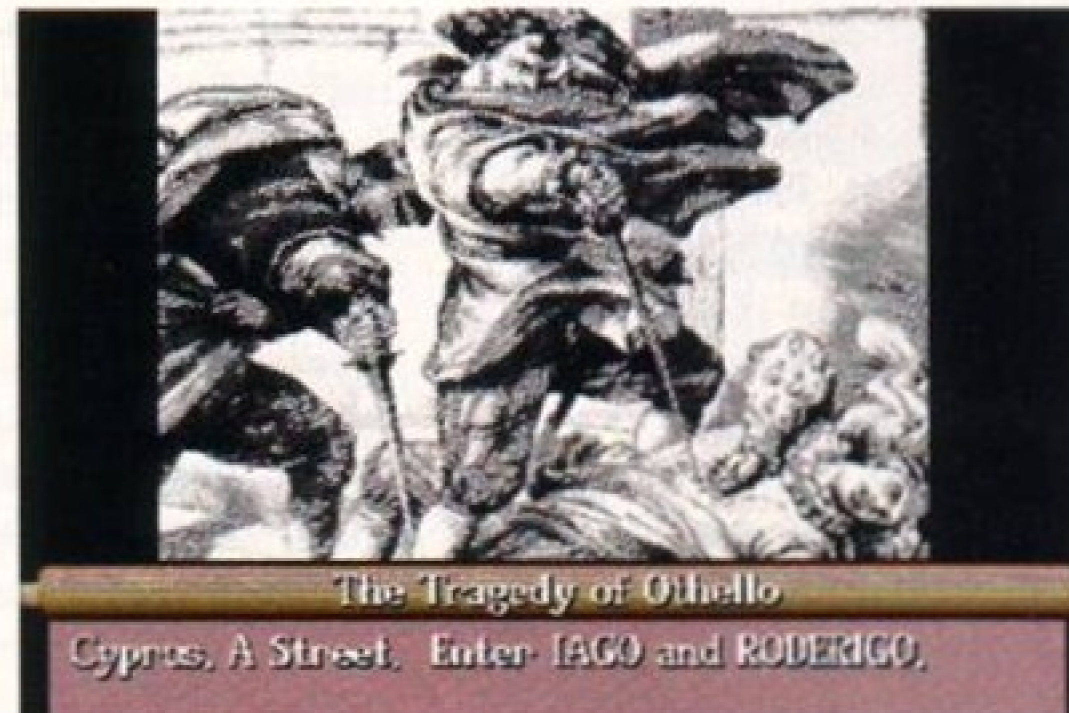
Sure enough, our fears have come true. The only real achievement about this disc is that someone has proven that you can fit the whole Bible onto a CD. The only real interactive elements are that you can change the typeface, search for a particular verse or scene and search for a specific word. Now the last two of these are vaguely useful: but they don't really make up for an inadequate idea.

As for the pictures: well, the digitised engravings of the Shakespeare disc are reasonable enough, but the *Deluxe Paint* images from the Bible are really pretty amateurish. And, perhaps most disappointing of all, it only takes a few minutes to spot some glaring typing errors.

Who wants to read Shakespeare on the telly, when a video of the play is much more enjoyable? Who wants to read the Bible on the telly, when a book is cheaper and immensely more practical? It's just not a sensible proposition.

Verdict 25%





The mechanic of the system is simple enough. You select the book you want to read from the bookshelf, and it starts at page one. You can skip through acts and scenes (or chapters and verses in *The Bible*). And from time to time there's a picture to see.

NEW BASICS ELECTRO

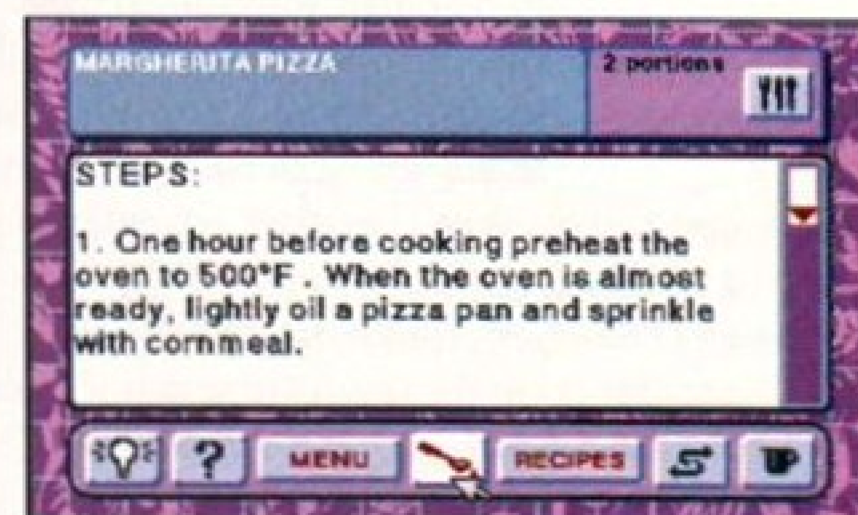
£39.99 XIPHIAS

The first thing that hits you about this is the smart and sophisticated appearance of the screens. The second thing is that this title is special in having a way of letting you narrow down the number of choices according to circumstances (similar to that of the *Gardenfax* series, previous page). This is more than just a recipe book: it's also a coffee-table book about food. But the core of it is recipes, and the clever thing about it is that there are several ways of accessing those recipes.

The cleverest of these is the 'Food Types' selection. This lets you pick out a number of ingredients – either because that's what you have in the house or because you're a fussy eater – and choose from only the recipes that contain these ingredients.

The other ways of discovering particular recipes are to use the Meal Types option to select from recipes suitable for a particular kind of meal (breakfast, for example) and the Special Occasions option that picks out slightly extravagant ideas for birthdays, parties and other festivities.

Apart from that you can select from the complete list of recipes or a list of set menus, or you can go via the cookbook itself which presents chapters with background and features as well as the recipes. It's here that illustrations are most likely to be involved: these are mainly groups of pictures, such as six different kinds of bread, which pop up at any suitable opportunity.



Recipes start off as a list of ingredients and move on to how you cook the dish in question.

HUTCHINSON'S ENCYCLOPAEDIA

£49.99 ATTICA CYBERNETICS

This is one of the two discs that come free with the CDTV (the other is *Lemmings*) and with the pedigree of the book from which it is taken, it ought to be a winner. Sadly, it fails to come up with the goods.

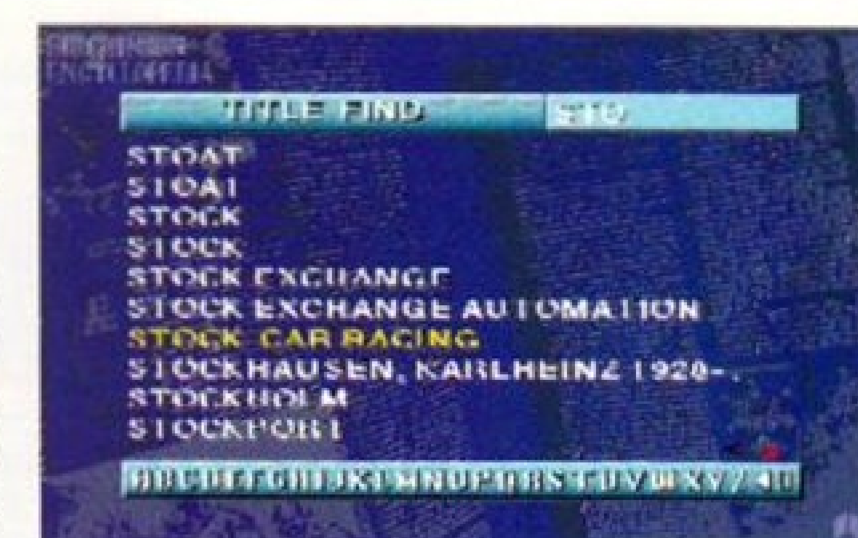
The main problem with it is presentation. The only way to access the information – apart from viewing the pictures in a random slideshow – is from a straightforward alphabetical list of all 25,000 entries. This is ameliorated somewhat by the fact that you can type in the letters of the word you're looking for, and as you input each letter the index is cut down to only the entries that match what you've typed – so if you've typed 'ani' so far, you'll only be offered entries that start with those three three letters – but it's far from an ideal system. Any way of splitting the entries up into groups of subjects would definitely be a help.

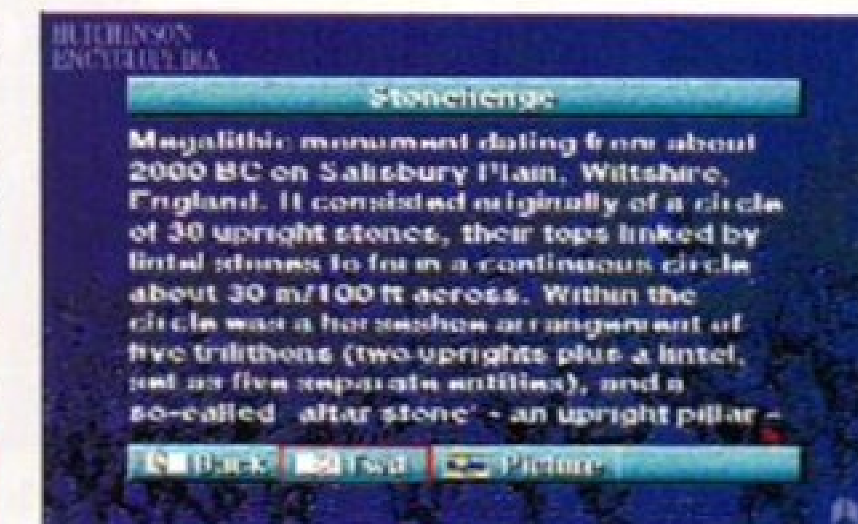
The control system is confusing at first, because it's split into two: while the pointer is on the bottom bar it works one way, and while the pointer is over the main screen it works in a different way.

But the major problem, in common with a couple of the other CD reference works, is that the whole thing is lacking in excitement. Most of the pictures are dull, many are in black-and-white, there's no animation and the much-vaunted sound clips from the BBC archives are few and far between. The maps are simply pathetic.

CD should have three advantages over a printed book: first, the pictures can move; second, information can be discovered by the reader more easily if it is presented in an interlinked, cross-referenced and, above all, enticing way; and third, you can listen to it as well as just reading or looking. These are what make it exciting, and these are what this disc lacks to any great degree. We don't want gimmicky discs that are all flash presentation and no substance: but we don't want ordinary books disguised as a new medium, either..

Verdict 47%





Type in a few letters to narrow your choice, then select a topic and read all about it.

COOKBOOK



The main screen offers a number of ways of picking out recipes that you're interested in.

Recipes are presented first as a list of ingredients, which you can modify to different quantities for varying numbers of people, and secondly as a list of instructions. There are several hundred recipes, many of which are interesting and original though they do have a slight bias towards the kinds of exotic ingredients you might find in an American delicatessen, rather than a British supermarket.

This is probably the most successful of the Xiphias discs and it scores very well in terms of presentation, though the illustrations could be more directly tied in with the recipes: there are no step-by-step photographic guides. As for content, it's probably not ideal as a basic comprehensive cookbook: but it provides an excellent source for new ideas. To us Brits, it's almost an American cookbook in the same way you have an Indian or a Chinese one, so as an exploration of a nation's culinary culture it's great.

Verdict 75%



The pictures tend to be unhelpful: this piece of bread is to illustrate a section on pizza dough.





Many of the digitised pictures are mono, and the maps are awful: this is all you'll see of Germany.

DR WELLMAN
£54.99 DIGITA MULTIMEDIA

One notable first was scored by this disc months ago: it was the very first CDTV title we saw pressed and ready for release. It's a medical encyclopaedia for the family, which you navigate through by picking chapters and sub-chapters from accessible pictorial menus.

When you've reached the subject you want, the information is presented by a series of screens of text and illustration: seldom is there just text, which makes the whole thing feel very friendly. A narrator with a reassuring, friendly voice reads out the words, too. Highlighted keywords can be selected for an explanation to appear.

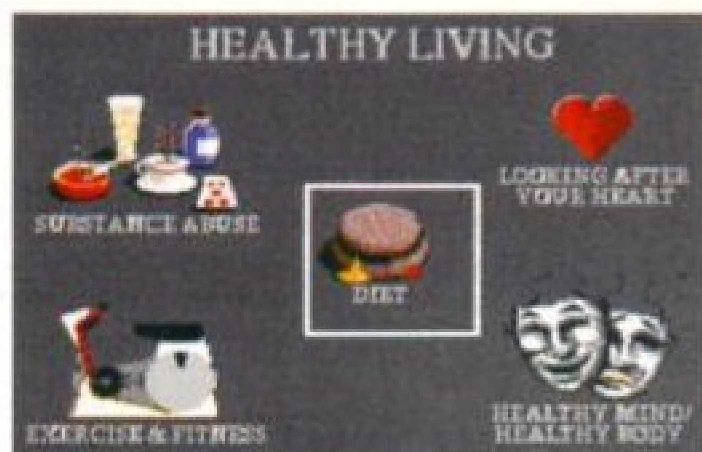
The only problem with the picture-menu way of finding a subject is that you're never quite sure what's in what chapter, so there's also a complete index. This has been very well designed, with an amazingly rapid fast scroll to let you find the right area of the alphabet and a slow scroll to help you pick out the subject you want.

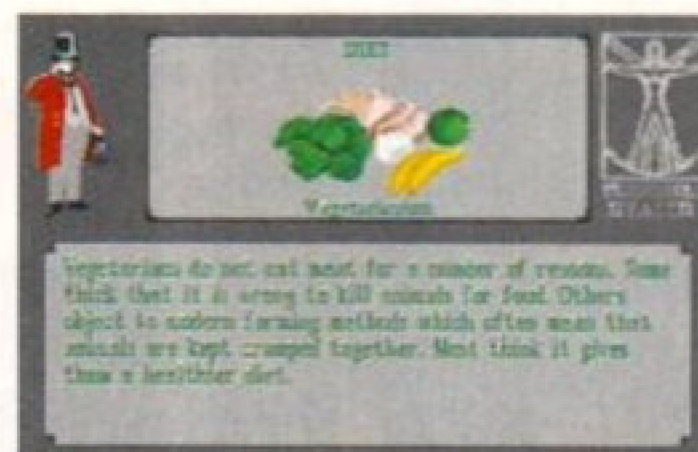
This is nicely designed and nicely implemented, with excellent narration, an excellent information navigation system and attractive graphics, all in the same style throughout, giving it a cohesive feel. The only slight qualm we have is whether it contains all the information that you would expect from a home medical encyclopaedia: we looked up several common ailments about which there was just no information available at all.

Verdict 78%

The main screen offers you the chapters to choose from. Simply move the box to the one you want.

Each chapter is also divided into sub-chapters, again with clear pictures to make choosing easy.







Wheels within wheels... another sub-chapter choice (left) leads us to the subject we're looking for: healthy eating. The first topic is vegetarianism (centre). An alternative to following through all the chapter screens is to look up your subject in the index (right).

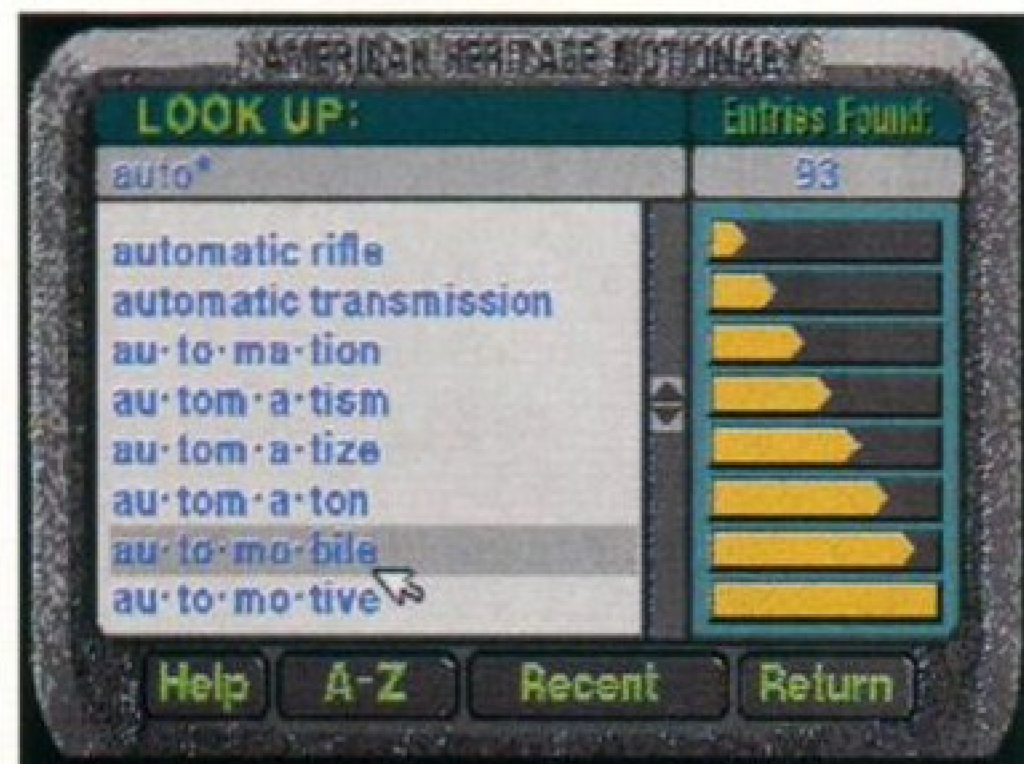
AMERICAN HERITAGE ILLUSTRATED DICTIONARY
£49.99 XIPHIAS

The immediate impression of this disc is disappointing, simply because the first screen is dull. The sole access point (and this isn't a criticism, because that's all it needs) is a screen showing the letters of the alphabet, from which you select the letters that make up your word, or the first few letters if you want to search for a whole set of words.

The search then comes up with a list of words which match the letters you've typed in. Select one and you get the usual dictionary definition, but with the added plus that you can click on any of the words in the definition to have them defined too. Certain definitions will be accompanied by pictures which you can choose to view, and all can be spelt out in phonetics and spoken. And that's really all there is to it.

The major problem with this is not that it's American – it includes lots of real English too, even quoting some very bizarre colloquialisms as '*British, obscure*' – but that it has a tendency to use words in the definitions which you don't understand and which do not also have a definition. Most unhelpful, and it quickly destroys your confidence in the idea. Apart from that, it has no real advantage over a book except that you can hear the words spoken, which makes the price seem very high.

Verdict 45%

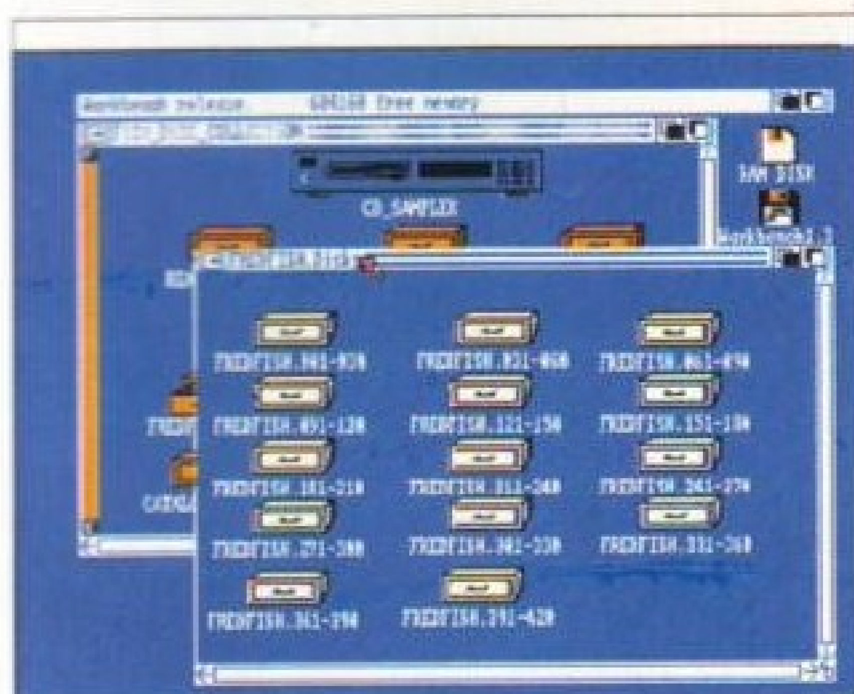


Typing in the four letters 'auto' has produced a list of words we can look up. Let's go for 'automobile'.



This just happens to be one of the few entries that is accompanied by a picture: the majority of entries have none.

FRED FISH COLLECTION
$35 HYPERMEDIA CONCEPTS



For an instant games and utilities collection, check out the *Fred Fish Collection* on CD.

The other major possibility for CD is storing not one little Amiga game, but a whole mass of Amiga software. If you're new to computing, you may not be familiar with the name Fred Fish. This is actually a compilation of over 100 Public Domain disks from the Fred Fish library, featuring really useful utilities, demos, games, animations and pictures to add to your collection.

A lot of the games and demos are very entertaining and the utilities cover a wide range of applications, so there's bound to be a lot to interest a great number of people. Unfortunately, you can only access the disk by loading the Amiga Workbench, so only users with an Amiga and A690, or CDTV owners with an external drive and a Workbench disk will be able to use the disk. Still, if you are a serious computer user in need of some additional utilities and you've missed out on the Fred Fish series, then this CD will be a veritable Aladdin's cave of delights (to quote a tacky cliche).

Verdict 78%



This Mandelbrot pattern generator is just one of the little items available on the Fred Fish CD.

VOICE MASTER
£19.99 MICRODEAL

This is simply a microphone and an interface which allows it to be plugged in to the CDTV's parallel port. It can be used to make the most of the excellent Asterix title, or for a number of other forthcoming releases. And it works fine. We mention it simply so you know of its existence.

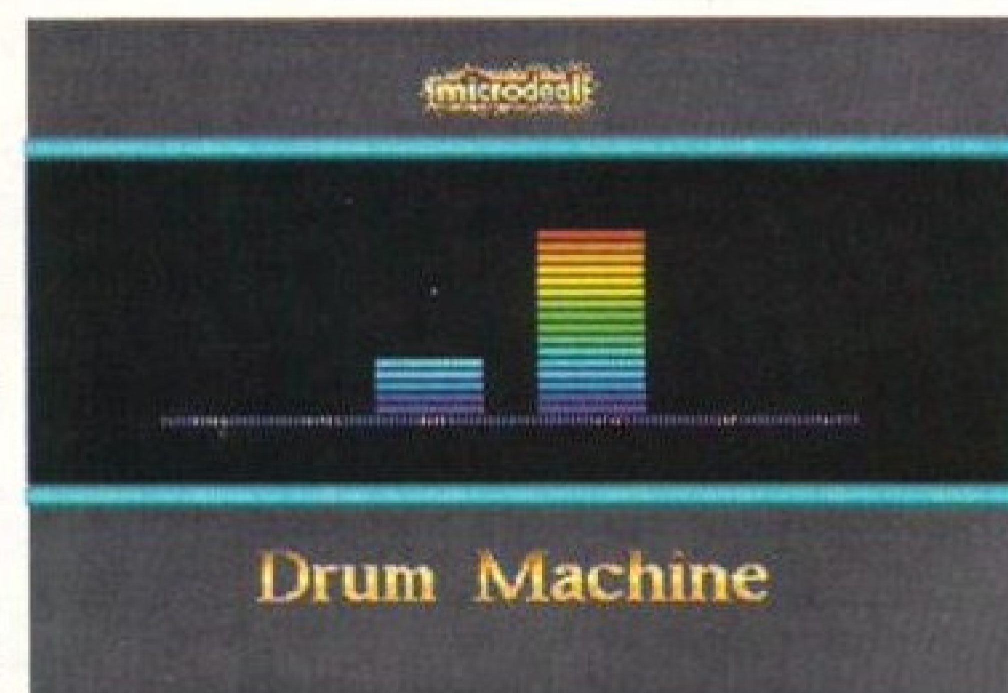
CD REMIX
£29.99 MICRODEAL

Being able to control a CD player directly from a computer opens up a very interesting musical possibility. Instead of needing expensive sampling and mixing equipment to rehash old records, you can do it with a CD ROM drive and a single program.

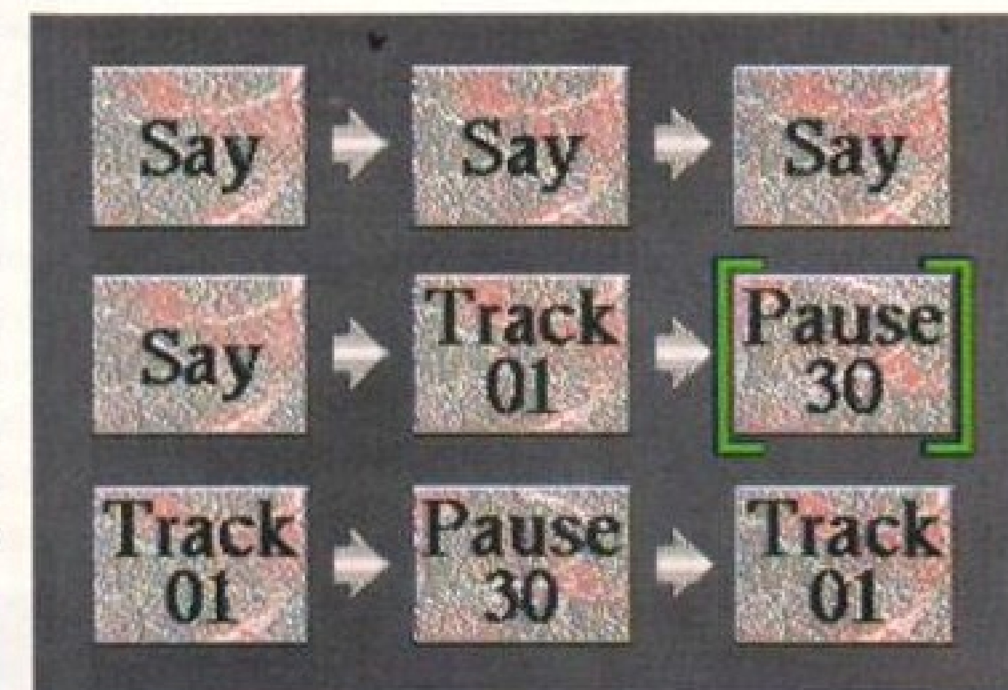
CD Remix allows you to combine Amiga samples and drum sequences with music from any CD of your choice. All you have to do is load up some samples, create a drum pattern or two on the drum editor, then use the main sequence editor to carry out your remix combining the three. You can play any portion of the CD at any point and intercut the music with built-in computer sound.

Although some of the change-overs sound a little scrappy in places (you'd need some wonderful studio-quality CD equipment for that), and actually producing a worthwhile mix of a track takes quite a bit of practice, *CD Remix* is without doubt a great leap forward in the production of 'bedroom music'. Some of the technical quirks need tidying up and a few sections of the editing system could become a little more user-friendly, but this is the first program in a pretty new field for home music. In time, after a few more programs come out based on this theme, this could be the next big thing for amateur DJs with high hopes and dreams of stardom.

Verdict 80%



The drum sequence page has a very nice colourful set of LEDs to make the screen look interesting.



By setting up various sections on the main sequencing page, you can create some impressive remixes with ease.

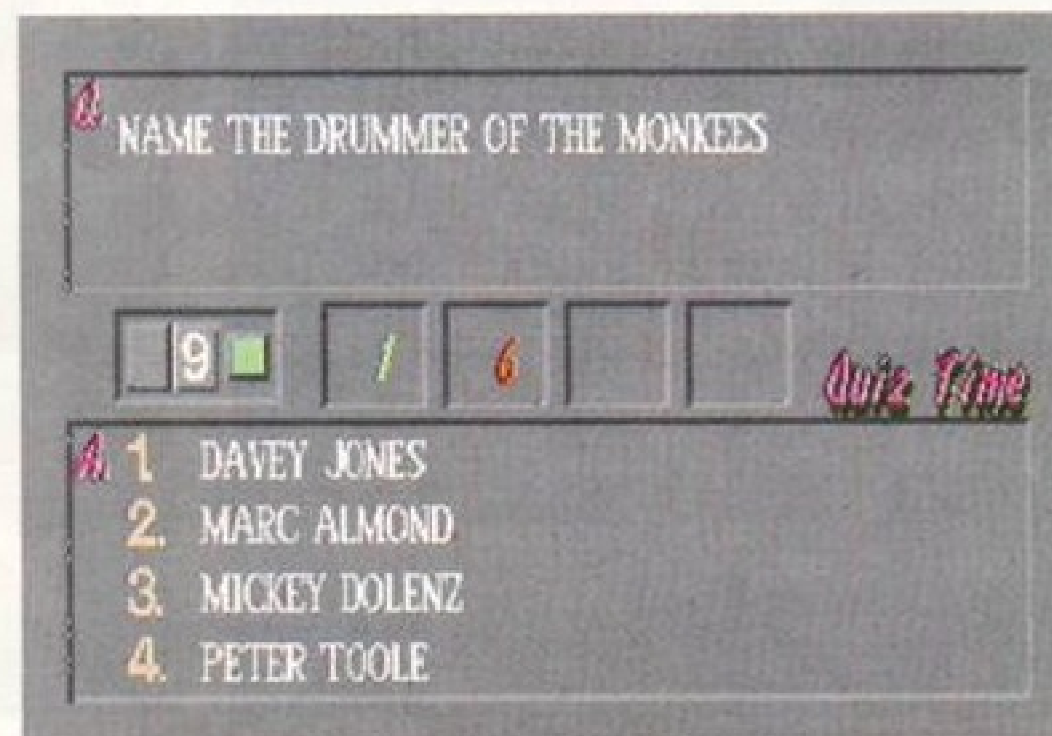
MUSIC MAKER
£34.99 MUSIC SALES LTD

Music Maker is a four-section interactive music program. The first section is the Jukebox, with various digitised images being loaded up as you listen to several dodgy renditions of hit songs. Next it's the Play Along section, which allows you to play along using either a MIDI keyboard or the number keys on the CDTV controller.

The third section, Drum Along, allows you to select a drum kit from a choice of four, then play along with a CD of your choice. This sounds good in theory, but in practice the drum sounds are just too feeble. Still it's fun for a minute or two. The last section is a quiz for between two and four players. Various multi-choice questions are called up, ranging from naming composers and instruments to remembering the years of hit songs.

Although the idea is good in principal, *Music Maker* doesn't really measure up to the initial expectations. The song renditions are pretty appalling and the subsections are lacking in any real entertainment. A case of too much novelty and not enough content, it seems.

Verdict 35%



If you think you know more musical trivia than your mates, then you can test out this knowledge in the *Music Maker* quiz.

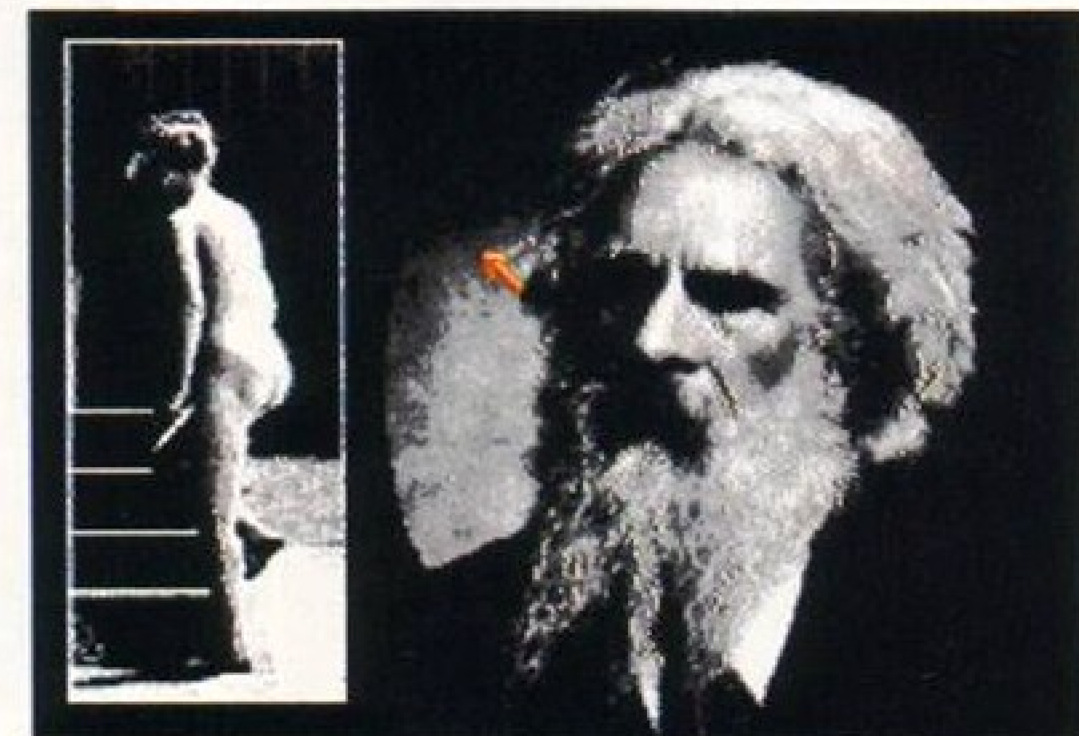
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This disk features the history of Muybridge's work, nicely presented, with a decent narration to help you around. But the main element is lots of rude pictures of nude women dancing about, gathered into complete animations, which can be saved out onto floppy disk to help you create your own animations. Using the frames as a basis, you can draw figures with realistic movement: it's a technique known as 'rotoscoping'.

CD is ideal for storing masses of info, and you'll see more discs for animators. The problem is that the subject here is limited: a similar disc with different figures rather than just one well-built lady would be ideal.

Verdict 45%



With a fistful of digitised images and animations, *Women in Motion* showcases the work of Edweard Muybridge.

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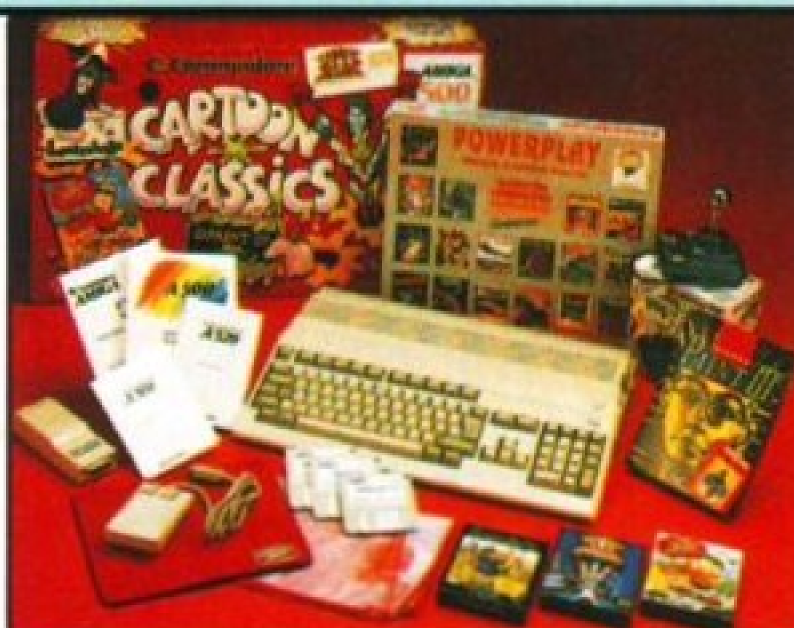
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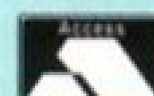
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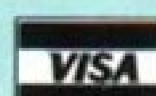
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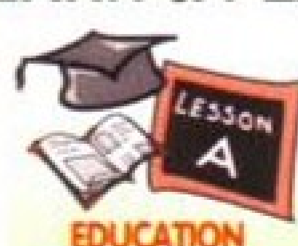
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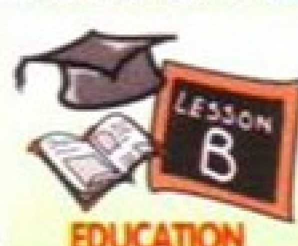
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Please note the above photograph shows Spectracolor which has now been replaced by Photon Paint 2.0

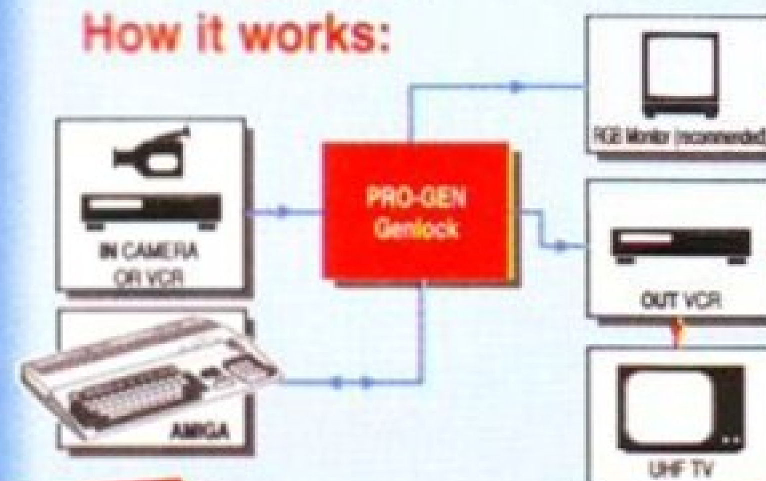
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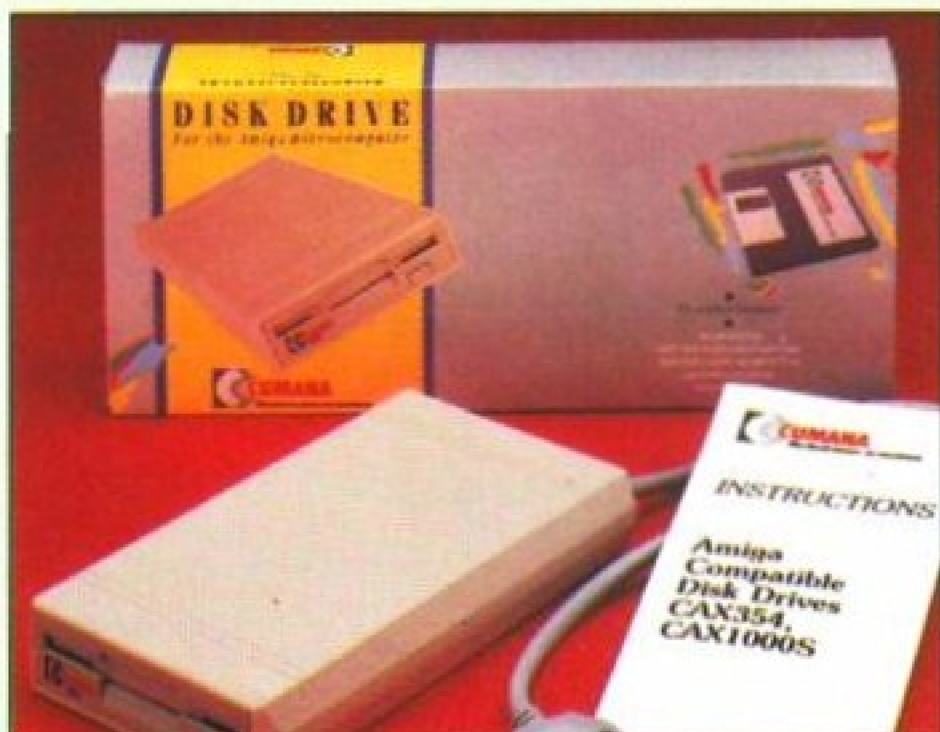
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- Long connecting cable
- 1Mb, (880K Formatted) Capacity
- Enable/Disable Switch,
- Throughport
- Access Light
- Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

£57.95



NOW SUPPLIED WITH A FREE 3.5" DISK HEAD CLEANER for optimum reliability

BLACK CDTV COMPATIBLE VERSION AVAILABLE NOW!!!

NEW! GVP 52-105Mb HARD DISK DRIVE WITH MEMORY EXPANSIONS OF UP TO 8Mb.

- Capacities of 52 or 105Mb available
- Connects to sidecar bus on L/H side of A500/A500 Plus
- Autoboots with Kickstart 1.3/2.0, boot enable/disable switch
- Sockets for up to 8 Mb of RAM expansion
- SCSI Port allows up to 7 other devices to be connected
- Supplied with easy to use software
- 2 Year Warranty   Complete with dedicated PSU
- Mini slot for future expansion capabilities
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GVP PRICES

RAM SIZE	CAPACITY 52Mb.	105Mb.
0Mb.	£359.95	£549.95
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A GREAT NEW OFFER FROM HARWOODS

Only... **£44.95**

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AMIGA SOFTWARE

Music-X: The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps & synthesiser or drum machine patch libraries. **NEW LOW PRICES - £54.95 or just £74.95 with midi-interface!**

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Amos Compiler   **Amos 3D**

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Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Photon Paint 2.0 ABSOLUTELY FREE OF CHARGE!!! £179.95

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Pen Pal V.1.3

WORD PROCESSOR/DATABASE

With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..

Amiga World, July '90



£79.95

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FREE... Fully Tailored Dust Cover with all Dot Matrix Printers

PRINTERS

NEW FREE ACCESSORIES

All printers in our range include a standard Centronics/Parallel Port for direct connection to Amiga, PC's, Atari ST's, Archimedes etc.

We supply a connection cable to YOUR computer — FREE
plus a Quality Dust Cover with ALL Dot Matrix Printers — FREE



When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

GORDON HARWOOD PRINTER STARTER PACK
ALL our Dot Matrix Printers are supplied complete with...
200 Sheets of Continuous Printer Paper — FREE
100 Useful Self Adhesive Continuous Labels — FREE
Amiga Printer Drivers Disk — FREE

CITIZEN 120D+ 9 PIN MONO - Up to 120/25 cps — £149.95
- Very reliable low cost printer with interchangable interfaces for Centronics/RS232/serial type (C64 etc.)
- Full 2 Year manufacturers warranty

NEW FASTER STAR LC20 9 PIN MONO - Up to 150/38 cps — £159.95
Replacement for our most popular Mono Dot-Matrix at a super low price
- Multiple font options easily accessible from front panel
- Excellent paper handling facilities
- Simultaneous, continuous and single sheet stationery
- 240 x 240 dpi Graphics

STAR LC200 9 PIN COLOUR PRINTER - 185/40 cps — £209.95
This is the one in our packs!
- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel.
- 12 month warranty

CITIZEN SWIFT 9 PIN COLOUR - 160/40cps — £219.95
New super high spec 9Pin colour printer
- 8K Buffer 4 Fonts
- Push and pull tractor built-in
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- Best text quality in our 9Pin range
- 2 Year Citizen warranty

STAR SJ48 INKJET PRINTER — £249.95
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- Emulates Epson LQ and IBM Proprinter for full compatibility
- Complete with AC adaptor
- Large 28K Buffer
- 360 x 360 dpi near laser print quality
- Optional Ni-Cad battery for mains free operation

STAR LC24/200 24 PIN MONO - 220/55 cps — £249.95
Mono version of LC24/200 Colour, same spec except for a smaller 7K buffer

STAR LC24/200 24 PIN COLOUR - 220/55 cps — £299.95
Colour version of the LC24-200 Mono.
- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 30K Buffer (expandable)
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- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with mono ribbon
- Faster than the old LC24-10
- Extra font cartridges available
- Program from front panel, No DIP switches
- 12 month warranty

NEW 24 Pin CITIZEN 224 COLOUR - 160/53 cps — £259.95
Brand New, lowest cost colour 24 Pin printer, anywhere!
- 80 Column Dot Matrix with 4 Fonts
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- 8K Buffer expandable to 32K
- Easy to use front panel controls
- Push & pull tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

NEW 24 Pin CITIZEN SWIFT 24E COLOUR - 180/60 cps — £319.95
Brand New, superb specification colour 24 Pin printer.
- 80 Column Dot Matrix with 7 Fonts
- 360 dpi - 24 Pin COLOUR
- 8K Buffer expandable to 32K
- Easy to use LCD panel controls
- Push/pull & bottom tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

NEW FASTER STAR XB 24 PIN COLOUR RANGE XB24-200 & XB24-250 - 275/80 cps
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These NEW top of the range Stars replace the XB24/10 & XB24/15, & offer the best possible quality dot matrix printing
- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 14 x 24Pin near letter quality fonts
- Buffer: 29K(XB24/200) & 76K (XB 24/250)
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HEWLETT PACKARD PAINTJET COLOUR A4 INKJET — £599.95
Our best quality full colour printer at a realistic price
- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- For presentation graphics/DTP, CAD and technical/scientific applications
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing,
- virtually silent, 43dba
- Will print transparencies
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A4 Laser Printer, will connect to PC, Amiga, Atari ST, Macintosh etc.
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- 12month on site warranty (UK Mainland)
- 49 quality fonts built-in
- Appletalk for connection to Macintosh
- Every desktop publishers dream

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All the characters Per Second speeds quoted above are Draft/LQ at 10cpi

PRINTER ACCESSORIES

CITIZEN PRINTER ACCESSORIES:

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Citizen 120D+ CBM C64 Serial Interface £49.95

Citizen 124D 32K Buffer £13.95
Citizen 124D Semi-Auto SheetFeeder £39.95
Citizen 124D Automatic Sheet Feeder £79.95
Citizen 124D Printer Stand £24.95

Citizen Swift 9 Semi-Auto SheetFeeder £39.95
Citizen Swift 9 Automatic Sheet Feeder £79.95
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Citizen Swift 9X Printer Stand £34.95
Citizen Swift 9X Automatic Sheet Feeder £139.95

Citizen Swift 24 32K Printer Buffer £13.95
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Citizen Swift 24 Automatic Sheet Feeder £79.95
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Citizen Swift 24X Auto Sheet Feeder £139.95
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Hewlett Packard PaintJet
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Colour Ink Cartridge £31.49
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Pack of 50 Sheets £52.95

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Automatic SheetFeeder £74.95

Star LC24-10 Mono Printer
32K Buffer £67.95 £67.95
Automatic SheetFeeder £74.95

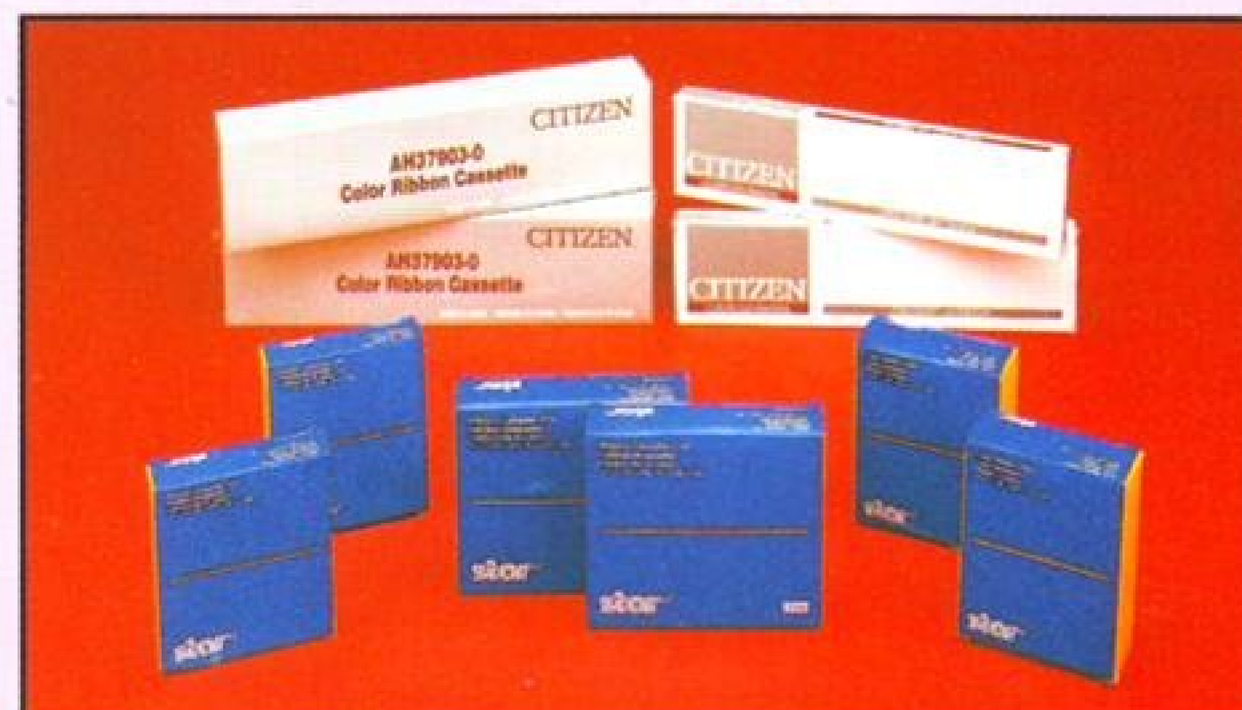
Star LC-200 Colour Printer
Automatic SheetFeeder £74.95

Star LC 24-200 Mono/Colour Printers
32K Printer Buffer £34.95
Automatic SheetFeeder £74.95

Star SJ48 Printer
Automatic Sheet Feeder £54.95
Ni-Cad Battery £39.95

Star XB 24-200 Colour Printer
Pull Tractor £34.95
Font Cartridges -
Styles To Be Announced £29.95
128K Centronics Printer Buffer £89.95
Automatic SheetFeeder £114.95
Dual Bin SheetFeeder £429.95

Star XB 24-250 Colour Printer
Pull Tractor £34.95
Font Cartridges -
Styles To Be Announced £29.95
128K Centronics Printer Buffer £89.95
Automatic SheetFeeder £174.95
Dual Bin SheetFeeder £469.95



GENUINE CITIZEN & STAR REPLACEMENT PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10/20	BLACK/COLOUR	£4.95	£24.95	£6.90	£36.50
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
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AMIGA, BEST OF TRICKS & TIPS Vol. 17, £32.95
A complete set of tricks and tips that enable you to do MORE with your Amiga and as simply as possible. (Includes Free Disk)

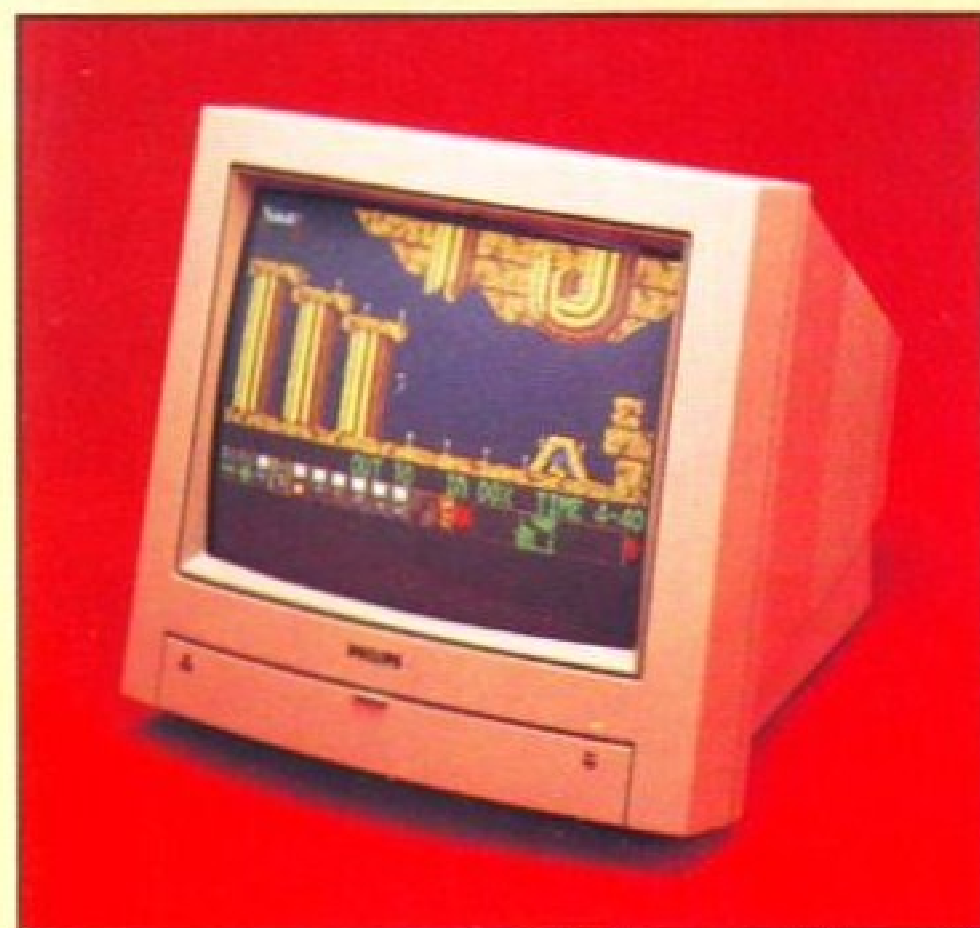
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From Future Publishing, the producers of Amiga Format Magazine and fully updated for 1992 OR...
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The ever popular 14-inch Philips CM 8833 MkII. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR , you get an amazing 600 pixel TV picture. With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, and a full 12 Months on site service warranty.

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☆RGB/AI/TTL, Composite. Video/Audio Inputs Can be used as TV with VCR or tuner. Twin Speakers for stereo output Supplied with cables for A500, CGA PC,\C16-64-128. **£269.95**

It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

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ONLY... **£269.95**

10 FREE GAMES WITH YOUR TV OR MONITOR WHEN PURCHASED SEPARATELY (ie. These games are already included within Harwoods Amiga Packs 2, 3, & Powerpro...see details on pages 1 & 2 of this advertisement!!!)

AMIGA ACCESSORIES

MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru'/out. Includes cable. — **£24.95**

Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Photon Paint 2.0 FREE!!! (see Pro-Gen feture for full software details) — **£149.95**

KCS POWERBOARD IBM PC EMULATOR ☆Allows you to run many popular IBM PC compatible software titles on your Amiga or Amiga A500 Plus Hercules, CGA & Monochrome Video Support, Supports Both 3.5 Inch & 5.25 Inch Diskettes ☆Fits Into A501 RAM Slot, 8088 XT Processor, Clock/Calendar Included, Acts As 512K RAM Exp. When In Amiga Mode, Includes MS-DOS 4.01, Shell & GW-BASIC, DOS-Help, & On-Board Memory Supports A590 Hard Drive, Mouse Driver Software Included. — **£219.95**

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Switchable between 200dpi and 400dpi
Supports up to 32 grey shades with adjustable contrast
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12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE.
COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only) and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!
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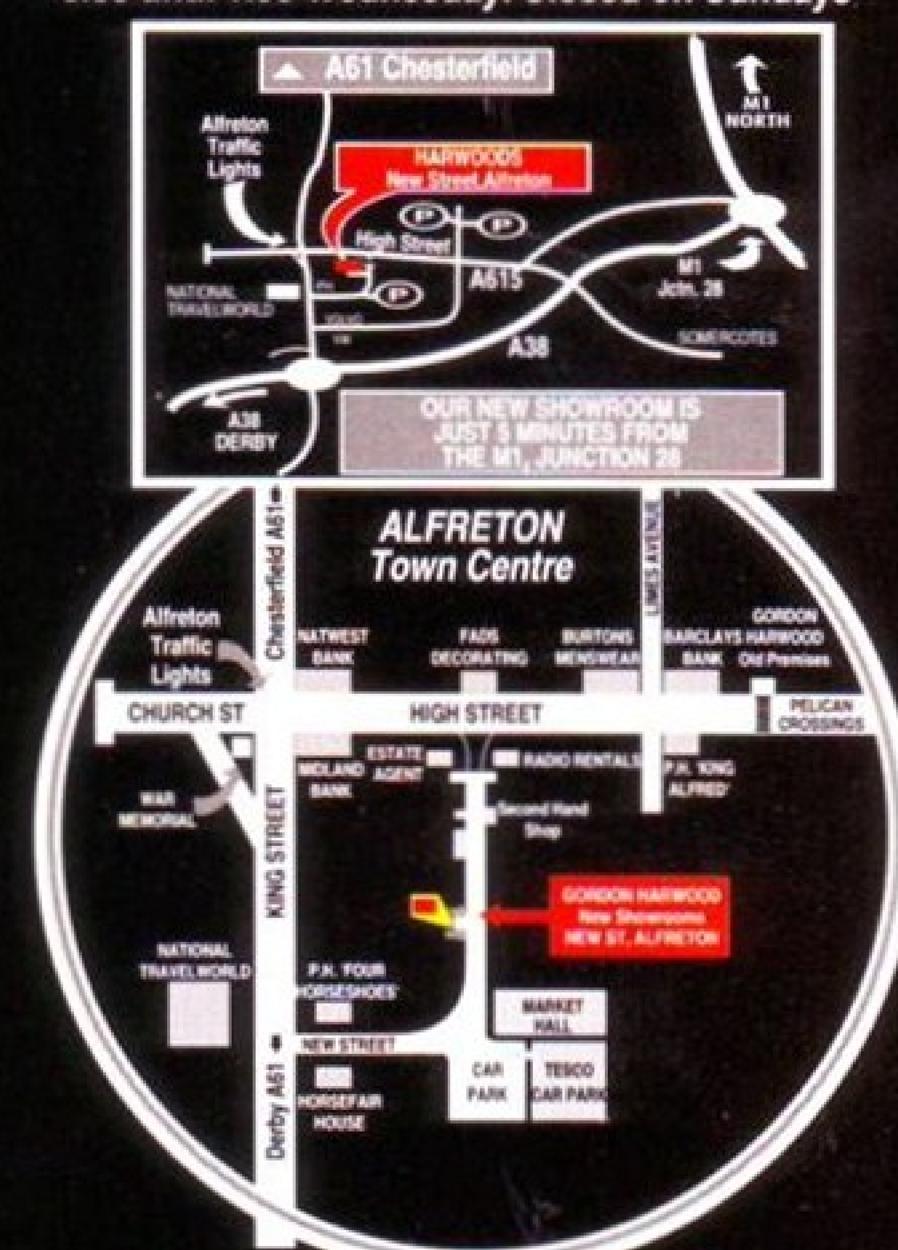
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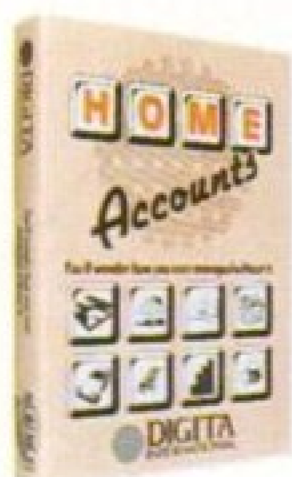


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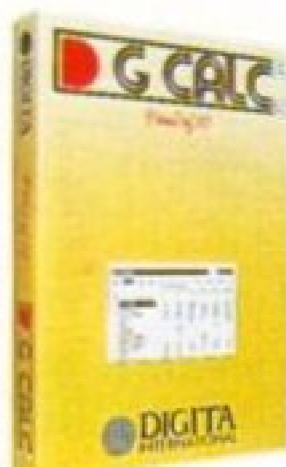
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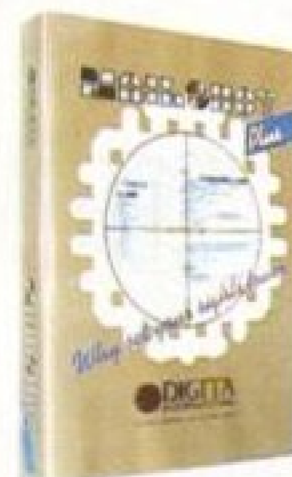
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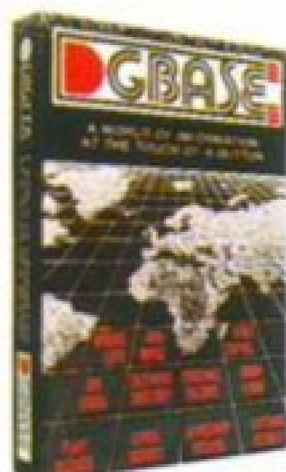
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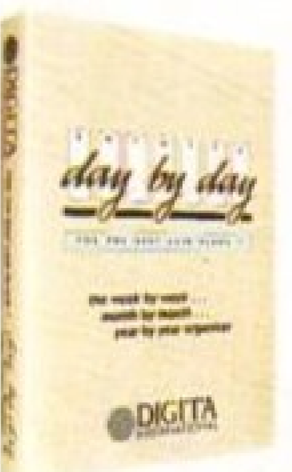
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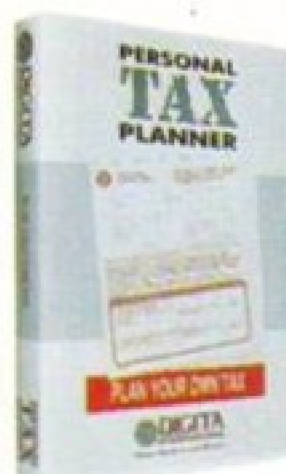
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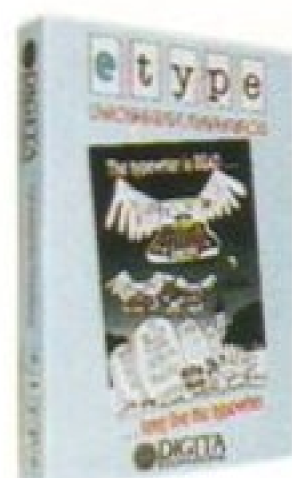
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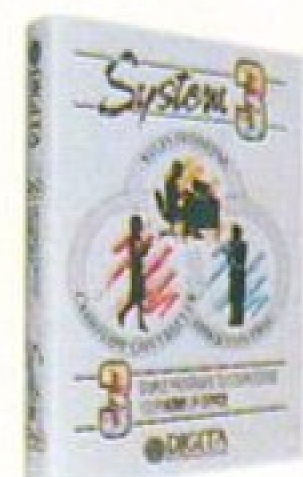


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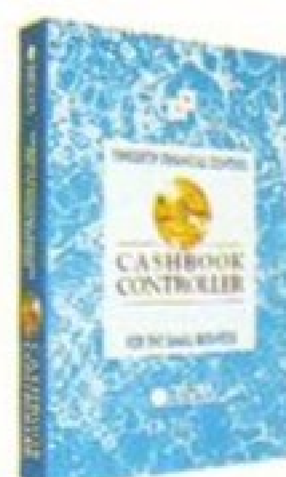


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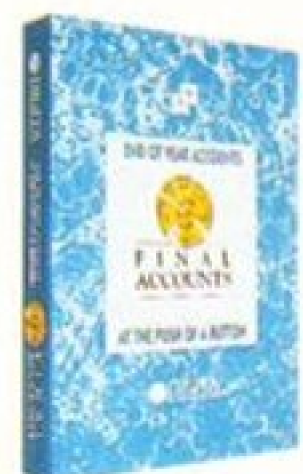
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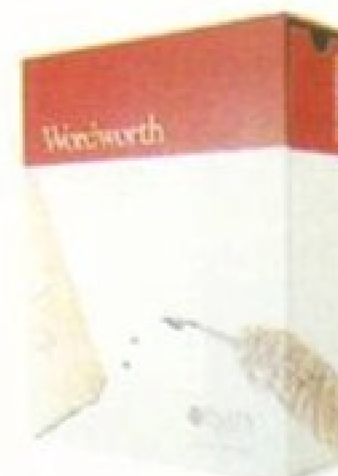


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Screenplay

THE REVIEW CREW

Few things are stranger than an **Amiga Format** game reviewer – sausage-handles, woollen stepladders and chocolate shoes come close – but this lot takes the biscuit and covers it in a light methane and steel spike sauce. Find out what makes them tick (and sick) in this round-up of revelations. But be warned – if you meet them on the streets, cross the road, fast.

NEIL WEST



Likes: appearing on *Games Master* with no trousers on.
Dislikes: public address systems which relay his every faux pas.
Worst Habit: slurping Ready Brek.
Fave Game: *John Madden's Football.*

ANDY HUTCHINSON



Likes: money, power and influence.
Dislikes: other people's money, power and influence.
Worst Habit: snoring in church.
Fave Game: *Eye of the Beholder.*

JAMES LEACH



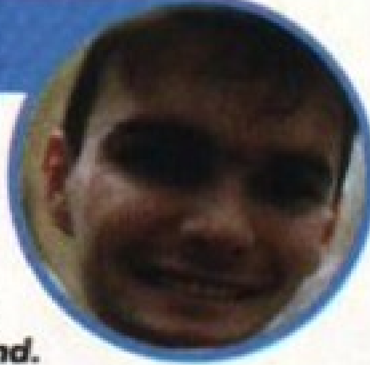
Likes: dressing up as a postbox and loitering on street corners.
Dislikes: people stuffing letters and parcels into his mouth.
Worst Habit: er, um, dithering...
Fave Game: *Interceptor.*

ED RICKETTS



Likes: absolutely everything that Fry and Laurie ever did.
Dislikes: forgetting the words to fave *Fry and Laurie* scripts.
Worst Habit: reciting Fry's lines.
Fave Game: *Llamatron.*

RICHARD LONGHURST



Likes: shouting "Hey you!", just as people step off the kerb.
Dislikes: not being invited to State Openings of Parliament.
Worst Habit: impersonating Lulu.
Fave Game: *Secret of Monkey Island.*

ASAM AHMAD



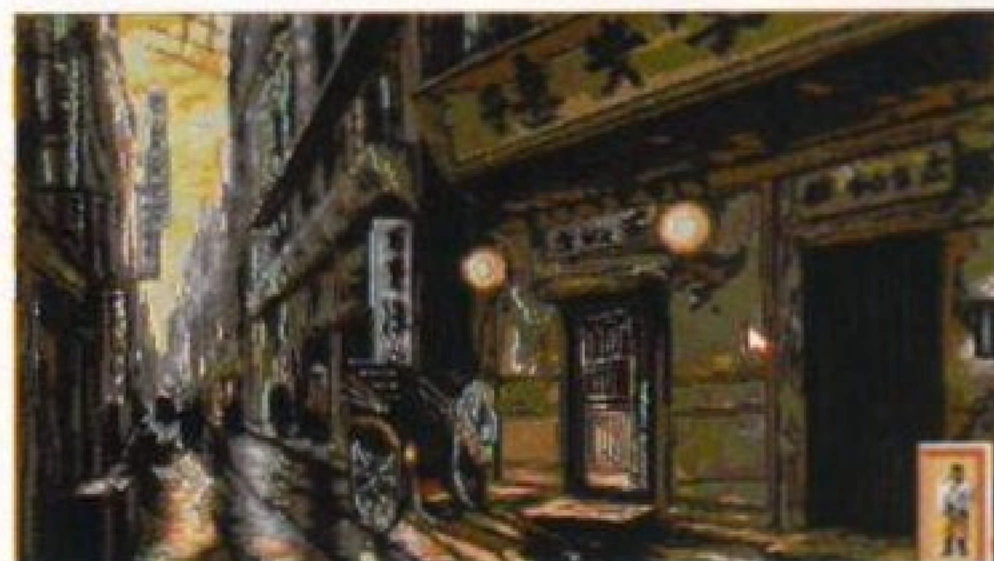
Likes: not being asked to "Go home!" at parties.
Dislikes: crashing the boss's brand new car into a skip.
Worst Habit: saying "Excellent!"
Fave Game: *Kick Off 2.*

ROBERT SWAN



Likes: watching Arsenal get knocked out of the FA Cup.
Dislikes: having to take photographs of himself.
Worst Habit: listens to Metallica.
Fave Game: *Lotus Turbo Challenge 2.*

Welcome to the new-look, ozone-friendly edition of Screenplay, the place where you'll find all the latest games being put to the test. So put on your special excitement-proof Raybans, strap on your best leather-thonged Hi-impact shopping trousers and we're away.



PAGE 56 We takeaway a slowboat to the very Heart of China, to find out whether or not it's all just a load of old junks.



PAGE 60 Robocop 3 - is it a classic cast-iron Constable or a fair cop for a foul felon?

GAMES REVIEWED THIS MONTH

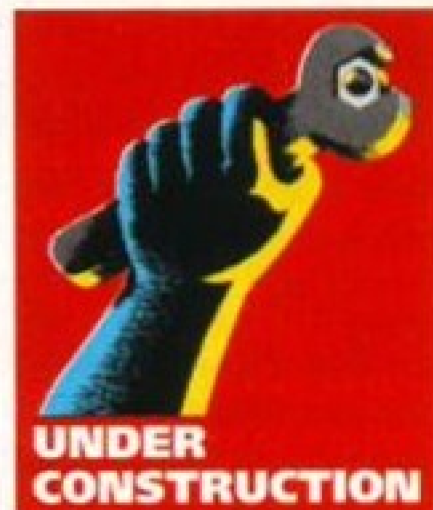
JUST WHAT MAKES SCREENPLAY SO SPECIAL?

New Screenplay Ed, Neil Jackson, explains why you can trust only our reviews.



Well, we take all the very latest games, as fresh as the moment the programmer went 'pop!' and play 'em hard to see what breaks. **Amiga Format's** Screenplay reviews are not half-baked or under-cooked; we don't expect you to put up with a review on an unfinished game or a demo version.

Unlike some of our less-scrupulous competitors, we won't be browbeaten into reviewing incomplete games just so we can scream "exclusive" at you. After all, you want to know what you can actually go out and buy at the shops, and so do we. So remember, if isn't in Screenplay, then it isn't ready yet!



Starting this issue, Under Construction takes the lid off tomorrow's games, and looks more closely at the teams that are trying to make them happen.



The Next Big Thing: a full-page, in-depth preview to give you the low-down on games that just might make Format Gold, if they ever get finished.

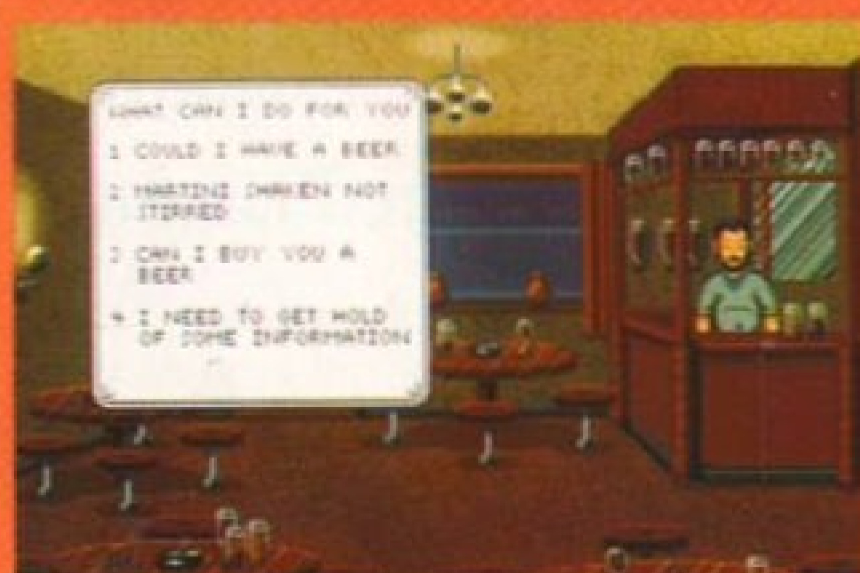


Cheap 'n' Cheerful, our new budget section, picks up the latest bargs that you can't afford to miss.

Is your money burning a hole in your pocket? Find out what's worth saving for with these sneak previews. Then spend your cash on sweets and fags.

Coming

WORK IN PROGRESS



Like most private detectives, you'll end up in the pub, tapping the locals for gossip (and free beers). But what you will get with dialogue this puerile is anybody's guess.

With a cry of "Let's do launch", those exciting marketing-type chappies at **Impressions** have created a new label for their forthcoming adventure games. Known as Interactive Fantasy Fiction, or just IF for short, the label is to kick off with an intriguing graphic adventure called ***Crime City***. Set in the present day, *Crime City* puts you in the role of a young chap trying to clear his father's name. It seems your papa has been framed for the murder of his best pal, and seeing as you're a private investigator (conveniently), it makes sense that you should be the one to cleanse his besmirched reputation. Get your Jim Rockford-style answerphone ready for March and prepare to move your trailer into *Crime City*.



Abbot: "So, anyway, after the intruder had kicked the habit off my main monk, he had the bare-faced audacity to ask me if I'd give him a hand. Can you believe it?"

Following up ***Crime City***, IF's next title is ***The Hand of St James***, a sort of role-play meets beat-em-up with adventure thrown in. Set in a monastery sometime in the distant past, ***The Hand of St. James*** is a strange tale of intrigue, skullduggery and, er, monkey business. The head dude at the monastery, a rustic Abbot, has summoned you to find out who wasted one of his silent minions, and stole a rather grotesque trophy – the Hand of St James. Quite what this hand was for is anybody's guess, but why anyone would want to steal it is even stranger food for thought. Look out for it in April – by then you should be able to smell it a mile off.

As if all the IF releases weren't enough, the mob at **Impressions** are working overtime to get a whole host of strategy titles ready for the shops. First up is Gettysburg, by the war-game specialist Ken Wright, and it promises to be a mammoth mind-stretcher for fans of the American Civil War. You choose which side you're on – both Confederate General Lee and Yankee George Meade await your orders. Could you change the course of American history? All it takes is a bit of artificial intelligence, plus some of your own, to tip the balance. "March!", said the General – and March is when you're most likely to see the troops coming over the hill.

Next on the conveyor belt is ***Warriors of Releyne*** – a fantasy war-game, due sometime in April. You can expect all the usual Tolkien-esque baggage – orcs, trolls, goblins and the like – in this battle for control of the island of Releyne. Priests and witches wage war just as violently as the troops, following the orders ⇨

The Adventures of Willy Beamish

Sierra Expected: March

What do you get if you cross a Disney animator with an Amiga? No, before you say it, you don't get another version of *Dragon's Lair!* Sierra reckon they've got what it takes to make a truly interactive adventure, in the shape of *Willy Beamish*. He's a prank-loving cartoon character, dreamt up by American games designer Jeff Tunnell, and brought to life by Sheri Wheeler, who is a cartoon animator who previously worked for both Disney and Filmation.



A 'big' project? But will this stunning animation adventure suffer the same fate as *Space Ace* and *Dragon's Lair*?

The pair of them spent months working on just the way Willy was going to look, eager to get the kind of animation qualities that you'd expect from real cartoons like *Snow White* or *The Little Mermaid*. Tunnell was desperate to avoid the chunky, low-grade graphics that he thought computers were renowned for (he'd obviously never owned an Amiga!).



Willy Beamish is no fool. Who wouldn't rather be manhandled by this buxom stereotype, than be at school?

After enlisting a crack team of ex-Hanna Barbera animators to assist him, Tunnell story-boarded the entire adventure – first in rough and then as pencil-drawn 'approved' scenes for the computer artists to use. Finally the whole caboodle was painted in, and then digitised with colour scanners to provide the actual in-game artwork.



Ah, but skipping school for a fondle from Nursie is bound to land you in deep troub'. Prepare to do a swallow-dive into the headmaster's carpet.

Once the main graphics had been converted into Amiga-useable chunks, the poor ol' programmers at Dynamix were given the task of turning it all into a smooth-flowing, interactive experience. More than 40 people were required to handle the task, including no less than seven in-house Dynamix animators.

While all this was going on, Tony and Meryl Perutz, of NBC and Hollywood fame, were drafted in to help write the words and story-line for the adventure. We're talkin' 'big project' here! And judging from the 12 (yes, you did read that right – 12) disks that make up the finished version, it's going to take a big chunk out of your life to play the game. But is it worth it? Ah, well – you're going to have to wait until next month to find out...

Hostile Breed

Palace Expected: March

If you're hacked off with the same old hackneyed shoot-em-up styles, then you may find *Hostile Breed* a bit more to your tastes. Palace are pitching this parallaxing, real-time mega-blast as the "new twist" to the genre. Why? Because it does away with the old level-after-level-after-level progression that arcade games are infamous for. Instead, the game takes place in a huge research centre which has many different areas, all of which can be entered at any time. Kinda makes you wonder if you're going to be the unlucky sod who meets the 'end-of-level guardian' first-time out!



Is it possible to bring a "new twist" to the shoot-em-up genre? Palace hope to with *Hostile Breed*.

Attractions

Wolf Child
Core Design Expected: April



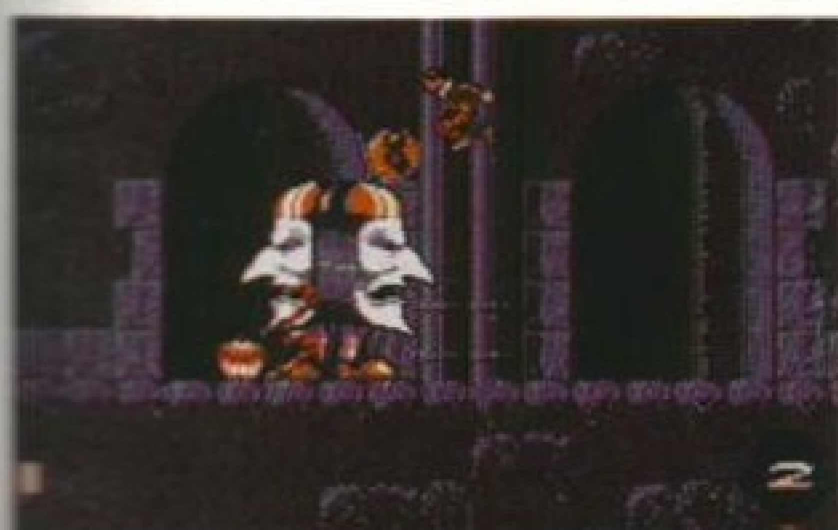
Living proof you shouldn't mess with things you find in a research lab. Saul Morrow is the Wolf Child. A belter arcade adventure, this moonlight-mutator is out for revenge against the baddies who 'offed' his family. Weapons include hand-to-hand combat and sophisticated weapon technology, Wolfie stalks five levels (around 300 screens) of 64-colour parallaxing madness to reach the baddies' base.

Hot Rubber
Palace Expected: March



This game isn't about safe-sex, despite the title. In fact it's the opposite – unsafe (but still sexy) motorbikes are the order of the day. Featuring 12 international racing circuits and two-player head-to-head action, *Hot Rubber* might be the bikin' equivalent of *Lotus Challenge*. For the less-skilled riders there's a save-game facility; so maybe it's save-sex! You'll have to wait till next month to get your leg over this one.

Harlequin
Gremlin Expected: April



There's no pain like a broken heart, except the pains needed to mend one. In Harlequin, that's just what you do – find pieces of a heart which have been scattered through 23 levels of this massive platform arcade game. It's from the Warp Factory, a new Scottish team, and it has some neat graphics and playing tricks. Fluid animation and serene special effects make this a platform game with real appeal.

Clik Clak
Idea Expected: April



Time is a precious gift – or so they say. But a busted clock is more likely to make you waste time than save it. In *Clik Clak* it's your job to assemble 12 of these torn-apart timepieces, so that some half-witted architect can mount them on the fronts of various world monuments. A curious puzzle-game this one, and it looks like a computerised version of the 'wooden cogs' game in that *Crystal Maze* TV show.

Space Crusade
Gremlin Expected: March



Following the success of their earlier Games Workshop licence, Gremlin are releasing another – *Space Crusade*. This role-play adventure features the Space Marines,who're reminiscent of stormtroopers in *Star Wars*. You're in charge of a Chapter of Marines while your Amiga chucks alien after alien at you. With 12 levels and the choice of 3D or 2D views, you'll never bother with board-games again.

Conflict: Korea
US Gold/SSI Expected: April/May



It's been said we're going to run out of wars to turn into strategy games, but SSI still manage to dig up new battles. This time it's back to that MASH favourite, Korea. The game features mouse-controlled units, maps and a host of weapons and machines. You mastermind three battles which shaped the original conflict, plus a hypothetical, modern-day situation which puts the Americans back into Korea.

➩ you issue on a 3D battle-screen. And if your bored with the landscape, you can create your own, thanks to the construction kit that's supplied with the game.



The trouble with role-playing games is they're all so damned anachronistic. Take *Dorovan's Key*, for example. Have we been transported back four years, into Microillusion's *Faery Tale*, or six years, into *Gauntlet*?

Also vying for the 'we can get on the role-playing bandwagon too' award, is **Gremlin**. They're just putting the finishing touches to their fantasy battler, ***Daemonsgate 1 – Dorovan's Key***, and it should be suitably polished in time for an April release. It features a detailed continental map, around 3,000 screens big, and it looks looks huge. But not just because there's a large playfield – there are five major elements to the gameplay, including land and town travel, combat, conversation and magic. With each of the seven towns rolling in at around 10,000 screens in size, you're set to have a lot of talking and walking to do. 128 non-player characters (not including the townsfolk) are scattered around this massive world, waiting for you to call on them. You'd better arrange to skip work or school for the rest of the year if you want to complete this one.



Melee combat – you asked for it, you got it. Now tell me which one of the assorted scuf-flers is the one you're controlling. Fifty quid says it's the one off-screen, running away.

And finally, the guys who already hold the crown move in to assert their authority over this whole role-playing rabble. **TSR**, the company known for their Advanced Dungeons and Dragons board-games, have teamed up with **SSI** and **US Gold** again, this time to bring you ***Treasures of the Savage Frontier***. Not expected before September this year, this sequel to ***Gateway to the Savage Frontier*** looks likely to set a few standards – if the hype is to be believed. Pitched at youngsters or beginners, ***Savage Frontier*** is less complex than many of the fantasy role-playing games that abound at the moment and may be just what everyone's waiting for. However, six months is a long time – and who knows – maybe the role-playing craze will be old hat by then...

GAMES UPDATE

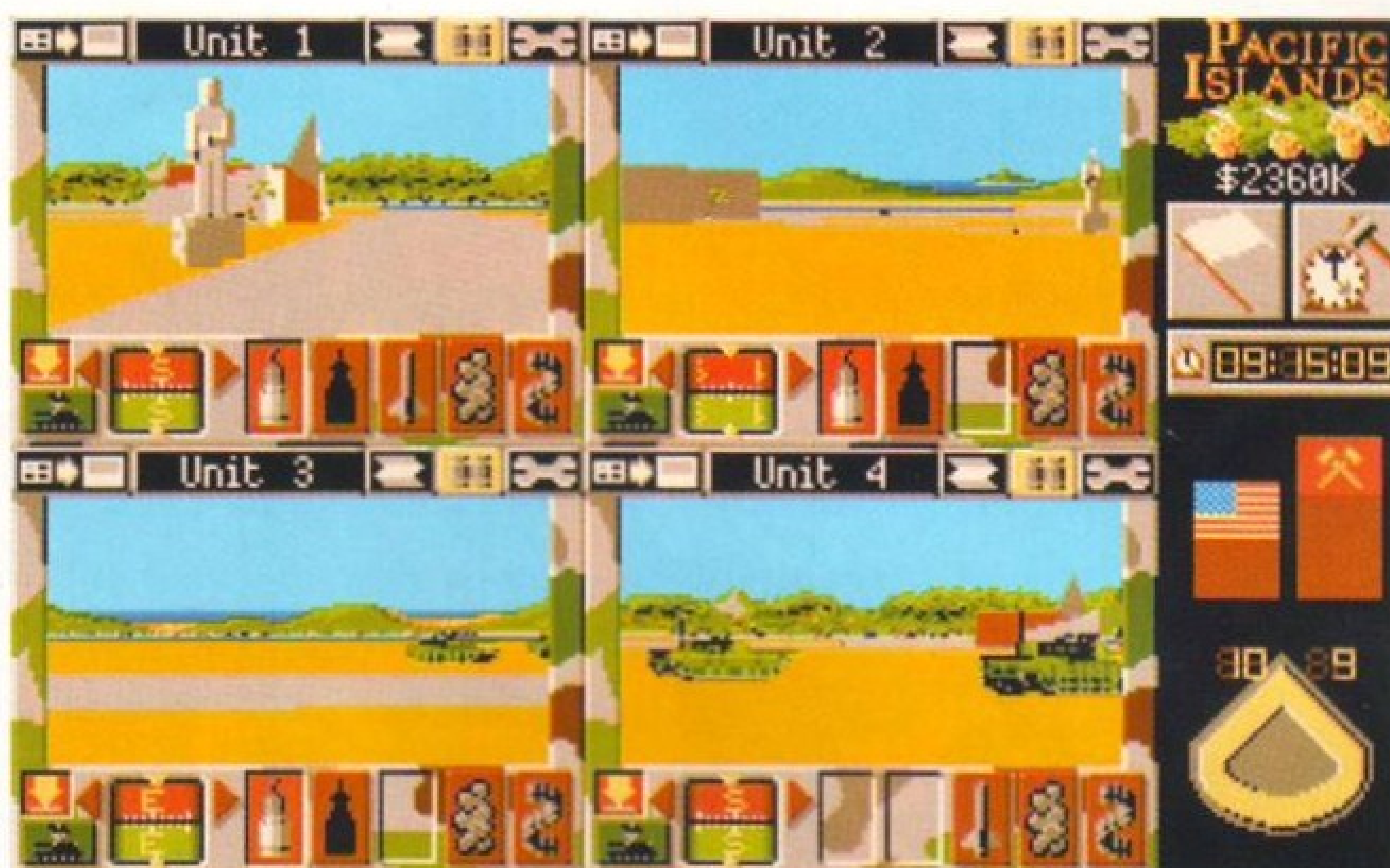
OK, so who missed the boat? The latecomers and slowcoaches of the games world please step forward.

Flag – say hello, wave goodbye – maybe sometime in April?
Dune – ah, well, Muad'dib, it's a long way to Arakis – light years, in fact.
Plan 9 from Outer Space – on the pad – planned to launch from spring(s).





Pacific Islands is the brainchild of nuclear scientist Dave Pringle. There's nothing he likes more, after a hard day's work splitting plutonium in half, than to come home and create huge battles on the Amiga. Weird, or what?



A mock-up of the finished game shows all four of your battle groups rolling towards their target. The enemy's hiding out there somewhere, but only Dave will know their exact location. Even then, sometimes they seem to have a mind of their own. Spooky, huh?

Pacific Islands

Empire Expected: April 1992

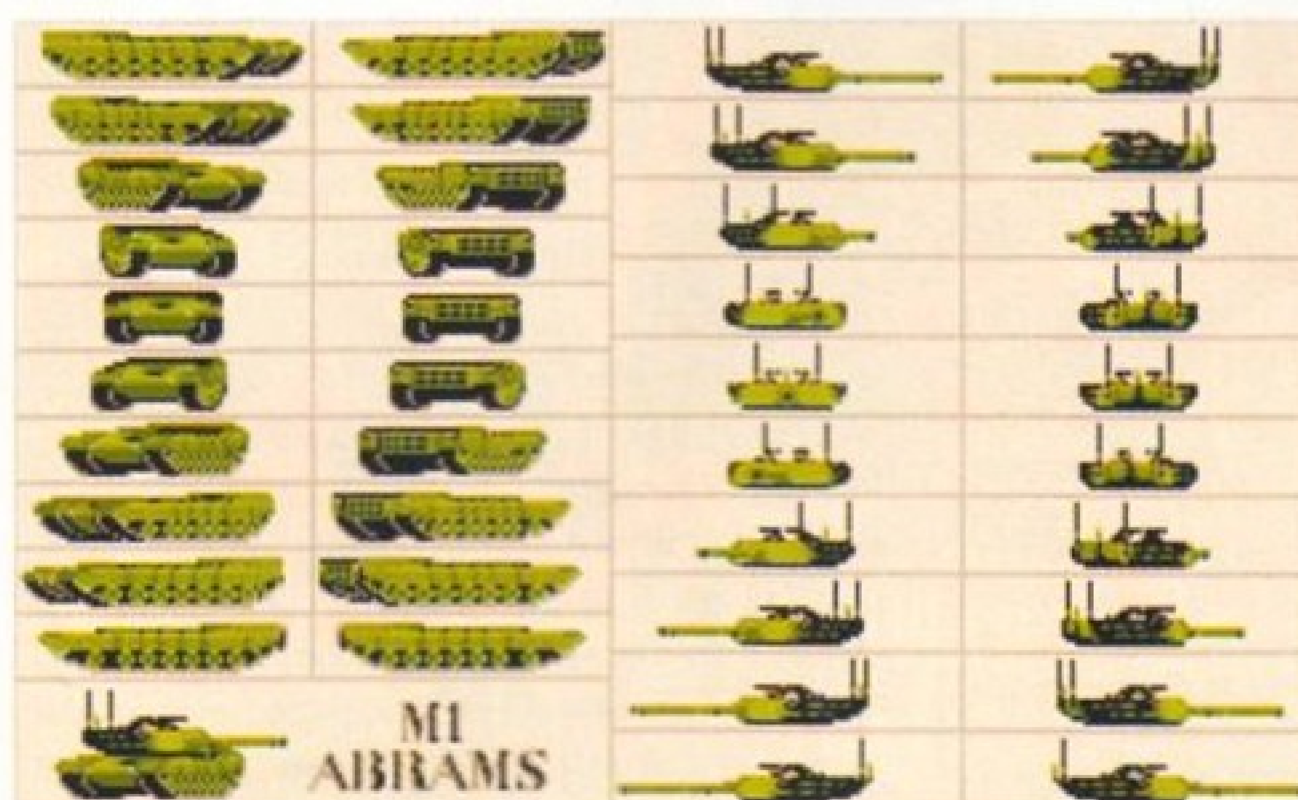
Nearly two years ago, Empire scored a big hit with *Team Yankee*, the 3D tank strategy game inspired by classic warhead author, Tom Clancy. Despite the rave reviews, however, Empire failed to make the expected heaps of cash on the game and were left a little crest-fallen. This time, they're determined to make it even better than before – no matter what it takes.

The man responsible for *Team Yankee*, and now *Pacific Islands*, is Dave Pringle of Oxford Digital Enterprises. A strange character by all accounts, Dave is actually a nuclear physicist, when he can tear himself away from the piles of game designs he's always working on. Nicknamed "The Doc", by the rest of the team at ODE, Dave relaxes by splitting atoms and toying with the kind of high-tech hardware most Amiga-owners would drool over. Who said the mad professor stereotype was dead?

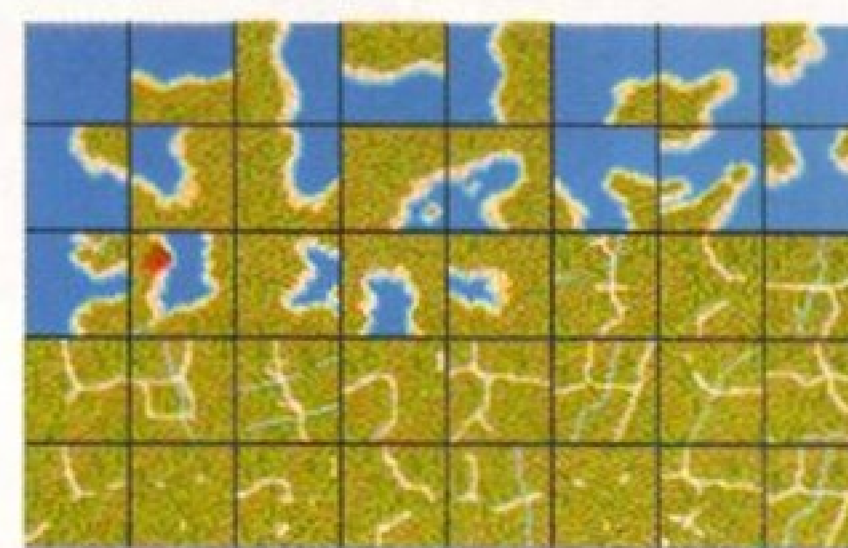
Man with a mission

Dave's task on *Pacific Islands* was to create the many different scenarios where the action is to take place. Each tank mission requires much painstaking planning to get the balance of gameplay right – too many enemies and the game becomes frustrating; too few and it's a walkover. Using graph paper and plenty of midnight oil, Dave pored over the layouts for each battle scene. Every single detail had to be created from scratch: forest, roads, villages and most importantly, the positions of each tank and their expected routes. The end result is a giant scribble that makes Einstein's theory of relativity look pretty simple.

Pacific Islands differs from *Team Yankee* in one important respect, as far as game-designing is concerned. In the old game, your tanks were simply repaired and reinstated in-between battles, providing you with an endless source of machinery throughout the game. *Pacific Islands* attempts to put you right into the general's chair (and the tank commander's) by giving you total control over the battle-fleet's purse-strings. Now, in the breathing spaces between skirmishes, it's up to you how much you spend repairing tanks and resupplying ammunition. If the early missions cost you too much, then your chances of completing the whole game dwindle rapidly. Again, this was one of the hardest things to judge. If money's no object, there's no sense of realism, but if the cash flow dries up too early, it's no fun.



Each tank in *Pacific Islands* is created in *DPaint*, using piece-together frames, like these for the M1 Abrams. 20 different stages are required so that the programmer can make the tank or the turret spin around separately.



To give you the maximum number of possible missions, the map screen is formed from pre-drawn segments like those above. These can be positioned in any fashion, rather like a jigsaw. In the end product, you won't see the joins.



As well as the tanks, you'll see a variety of everyday objects in *Pacific Islands*. Here's just one screen full of the items that are currently looking for a home, somewhere in the missions. Whether they'll be able to fit them all into the final code is still unknown.

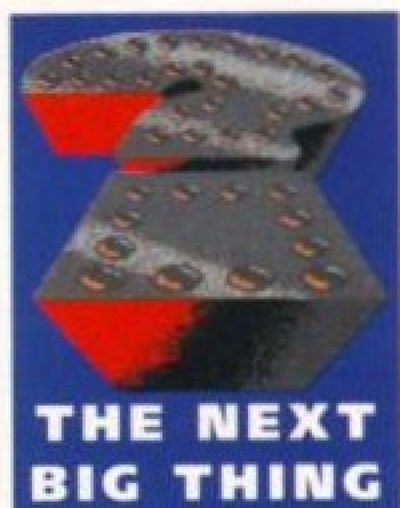
Nuclear spacific

Like most designers, Dave is quick to point out that although the design for *Pacific Islands* is his, it's a team effort. "I've just designed the scenarios, put the data in, and run the project," he said. "I haven't done any coding. The people who've done most of the hard work are Steve Green and Kevin Ayre at the Mystery Machine." It seems even nuclear scientists can't get their heads around AmigaDOS.

It falls to Steve and Kevin to create the artwork for the game and combine it all into a cohesive lump. A hectic task, involving hours of labouring with *DPaint* and weeks of heady machine-coding. Dave pops in at regular intervals to attempt to destroy their efforts with extensive play-testing and last-minute redesigns. Will it ever end, they ask themselves, as yet more pages of criticisms and comments return from the designer's desk. Empire, for one, are praying that it will – and soon, because they're waiting in the wings to bring the final program to a waiting audience. Will it be Format Gold? Will it make it to Number One? The chances are good, but the show's not over 'til the fat lady sings...



This curious-looking sheet of heiroglyphics is either (a) the result of explaining the way round Milton Keynes to a passing motorist, (b) what you get when you let your two-year-old sister mess about with your Spirograph set or (c) Dave the designer's map of Level 10 of *Pacific Islands*.



One of UBI Soft's biggest successes of last year was undoubtedly BAT. So, why not do it all again? Enter BAT 2: bigger, better (perhaps) and full of odd names. Will this be the next big game on the Amiga?

BAT 2



You can tell you're a hip and cool sort of guy because you can do that sort of under-the-eyebrows look that Jack Nicholson did in *The Shining*.

In 1991 French software house UBI Soft released a game that was, well, a little *different* to most. *BAT* (Bureau of Astral Troubleshooters), as well as being a strange and compulsive graphic adventure, attracted the most attention because of a small doohicky called the MV-16 sound board that came with the game. This provided four channel music and sound effects through either your headphones or a hi-fi. Now *BAT* is set to be followed by an inevitable sequel, with the inevitable title – *BAT 2*.

Once again you take on the role of an agent of the aforementioned bureau. The plot revolves around a sinister Maxwell-like character known as the Koshan, who has a complete monopoly over the supply of something called Echiatone 21 on the planet Shedishan. Your job is to, er, remove the Koshan from his present position of power and find Sylvia, another BAT agent who was previously on the case (and who undoubtedly provides a little love interest).

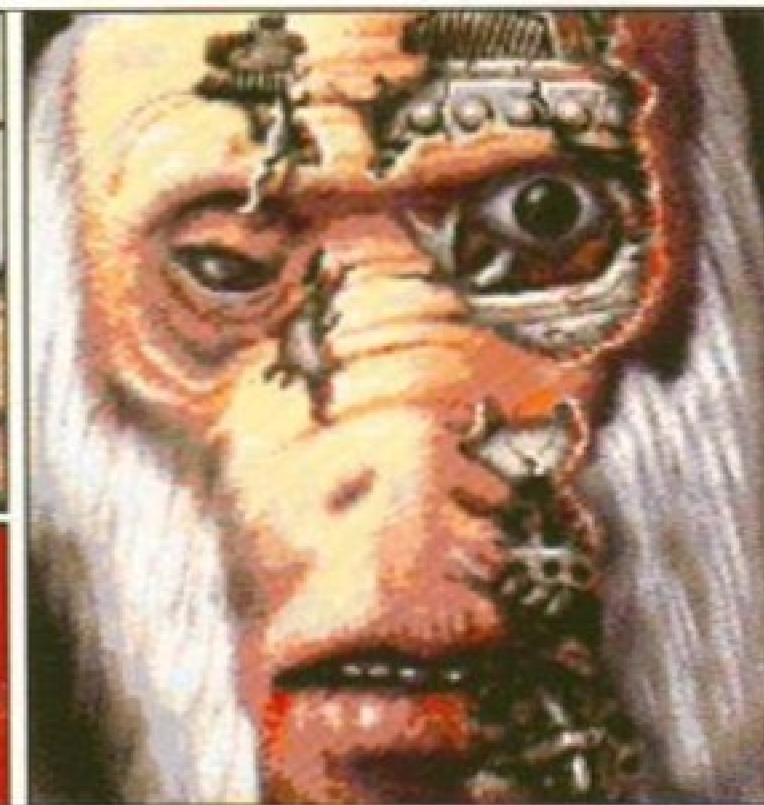
The control system is identical to that developed in the first game. The game takes place in the city of Roma 2 (which just happens to look like Rome about 2,000 years ago), and for each location you're presented with a full-screen graphic. In a similar way to the method in Lucasfilm games, you can move your cursor over the picture and find objects and characters of interest. Move it over a player, for instance, and you have the chance to talk to it. Machines can be manipulated in the same way, as can objects. It's a very intuitive system that tends to work well.

Multi-racial

The city is packed with all sorts of races, and you might find you can befriend some of the characters you meet. A party of four can be taken along with you, or told to go off and find something out. You can also arrange meetings with specific characters, but just for once their memories aren't actually infallible and they may forget your appointment, or indeed anything else you tell them.

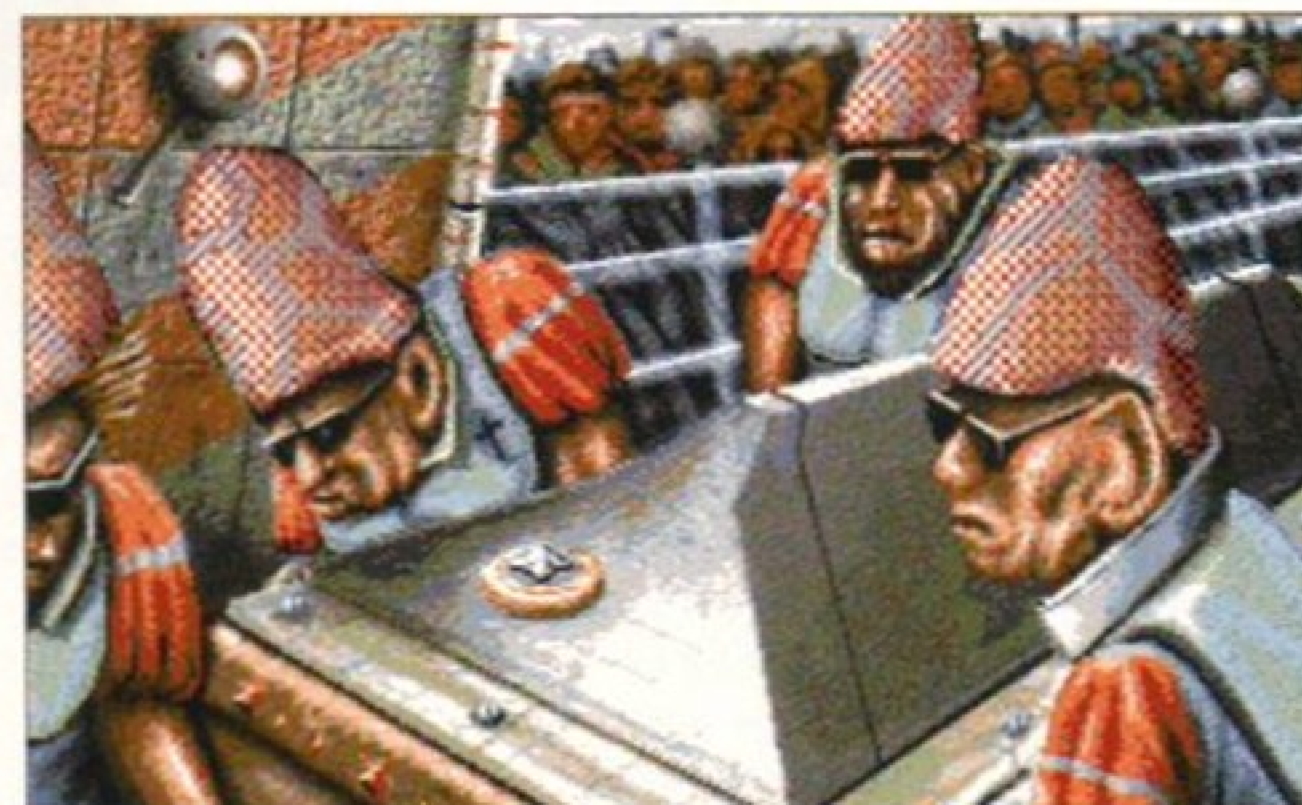
Of course, not all of the characters are the friendly type. There are plenty of street punks and even gladiators who are willing to try their luck with you. There are two ways for you to deal with fights: the traditional arcade method, on an *Operation Wolf*-style game screen, where the aim is simply to maim your adversary as much as you possibly can, by blasting away with your gun. Or in a longer, strategical battle, again played on a separate screen and with very different rules. Either way, if you win, you'll gain some respect and maybe even a little money.





There are some strange races about on Shedishan. It's not every day that you get into fights with android monkeys (unless of course the French know something we don't).

Also making a reappearance from the first game is BOB, who is your Bidirectional Organic Bioputer (hooray for dodgy acronyms). This handy little device is implanted in your arm, monitors your body status at all times and can be programmed by using a number of icons and conditions. So you get programs along the lines of 'If hungry: get something to eat!'. It can also be used to check on the state of your companions or even to play one of his four built-in arcade games, including a *Breakout* variant.



Looks like it's all over for you. The strange priests of the city carry away your body in a futuristic coffin. All is not as it seems, though. Coffins can be a useful way of hiding from certain individuals.



This all looks a bit dodgy. Never trust old men with white beards and long red cloaks (unless it's December, of course). There are plenty of places to get slaughtered so you need to use BOB to the full if you're to win the game.

To provide a break from all the trudging about the city, you can (and will need to) use the four faster forms of transport available. A taxi is the only way to reach the business sector, for instance, and a spacecraft is invaluable for travelling to other planets. All vehicles can be piloted automatically or manually. The advantage to automatic pilot is that you can't crash, but it costs a bomb. Manually, it's free, but you do have to be a good driver. When you're in a vehicle, the display switches to a traditional racing-sim display.

Proof in the pudding

So it all sounds very promising, but the game appears to have a few faults. The 3D display of the 'sim' sections, while you're travelling around, are incredibly slow and jerky. This makes these parts of the game more of a hassle than a pleasure to play, and they destroy the atmosphere created in the rest of the game. The sound board, which provides different tunes according to your location, at first seems a great idea. But after two hours of play, and a stream of mindless tunes in your ear, you begin to wonder if it's all worth it.

Not surprisingly, though, UBI Soft's PR man Duncan Lowthian thinks that *BAT 2* – out in March – will be "one of our major products for this year; it's going to be a huge seller". It's certainly possible, but only if the programming team, Computer's Dream, have removed the first game's foibles and irritations, and included enough new features to make buying the sequel worthwhile. As the game stands at the moment, this is by no means certain.



It's not just in Bond and Indiana Jones movies where the guy always gets the girl. In Dynamix's latest release, you're given the chance to play hero and get a sweetheart as well. Can't be bad!



This is the girl – Kate – who is at the centre of all the malarky in this revolutionary new adventure game. She isn't feeling too good at the moment. But with the help of Ama's (kneeling) rejuvenating concoctions she will be in a far more lascivious mood by the time you, playing the hero Lucky, arrive on the scene.

Heart Of China

The first thought that comes to mind is the sheer weight of the whole package. In fact, ripping it open you'd expect to find a massive novel-style adventure manual inside that needs reading to get even the faintest idea of how to tackle your impending task. Surprisingly though, there's only a small manual and a travel guide (more about this later). Oh yes – and the game itself, the source of the weight: a massive nine disks! Definitely a game for those with two drives, preferably four (the maximum you can have), but ideally, of course, a fast hard drive with around 7-8Mbs of space. This is a mega game!

A view to a kill

Heart Of China is an adventure game, but with a difference. It uses a game-playing method, like its predecessor *Rise Of The Dragon*, called the Dynamix Game Development System (DGDS to its chums). But what does this mean to a gaming rookie? The DGDS allows you to interact with the background and other players as you would in real life.

The way it works is amazing. An intelligent pointer changes its shape as you move it around the screen via the mouse (or a joystick and keyboard combination) into various shapes indicating what can be done at each point. Whether you can exit the scene from that point, or push something are all indicated, with a very intuitive feel to it. It's so easy to use, yet very powerful, allowing you to do just about anything a wannabe-hero would want to.

In the game, the view you take is in the first person, ie what you see is what you get, unlike *The Secret Of Monkey Island* where you take a second-person perspective view. You see the world around you from your eyes, and if you want to pick something up, that is what you do. You just point to the object with your mouse and drag it towards you (a little effigy on the screen).

Communicating with people is easy. Just click on who you want to talk to, and you'll swiftly find yourself in deep conversation (assuming the other party *wants* to talk to you, that is). No typing is required at any stage because the whole adventure can be controlled entirely by the mouse. Die-hard adventure fans needn't worry that this means you have less control. On the contrary, the game feels as if you really are in the thick of the action, and quick reactions are needed – which are often impossible on your standard text adventure.

Jake 'Lucky' Masters is like any other movie hero. He's been forced into the task of rescuing the beautiful Katherine Lomax, due to circumstances out of his control. The man with the gun at his head is Kate's dad, Eugene Adolphous Lomax the Third, a man of great wealth and power. Why? Money. In most things Jake is lucky, but when it comes to finances, he doesn't live up to his name.

Lucky's an air pilot by profession. At the time of Kate's kidnapping by the goons hired by the powerful Li Deng, Lucky had been operating a shady tour scheme, flying tourists around China for a living. Not being a very profitable business, he took out loans from EA Lomax, to keep it running. Lucky's the kind of arrogant person who would keep an operation running even if it was costing him, just for the sheer fun of it – he loved flying.

"The DGD System allows you to do just about anything a wanna-be hero would want to."

I have a cunning plan..

Being one of Lomax's biggest debtors, and perhaps the most suited person in Lomax's books for the job, Lucky is given the opportunity to clear his debts and perhaps even earn a bit of money and respect. How? By rescuing his daughter, Kate, from the clutches of Li Deng before he has his way with her.

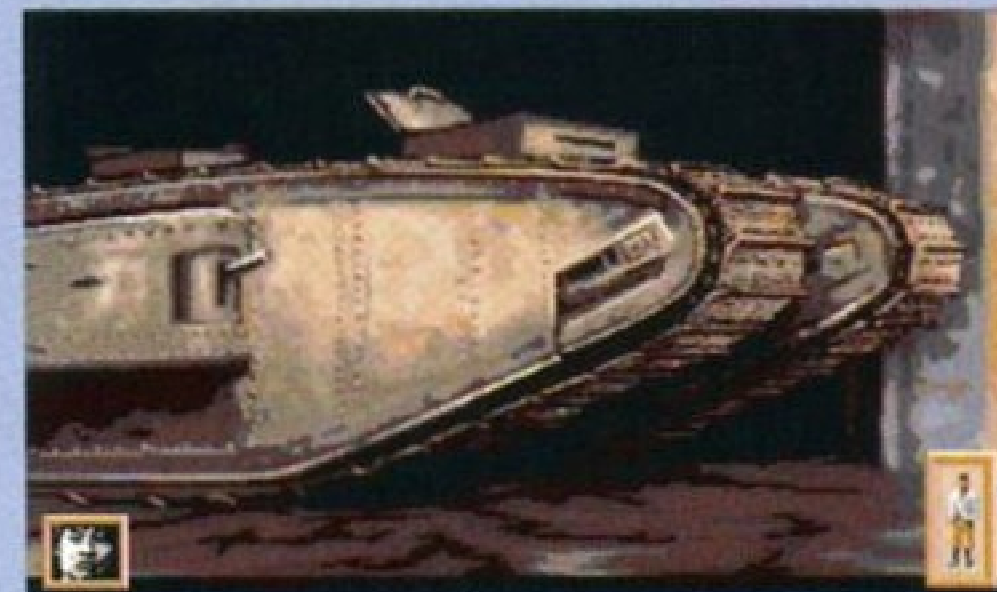
ALL TANKED UP

If you thought that all you'd find in *Heart Of China* was a huge bundle of beautifully-drawn adventure screens, then you'd be wrong. Lurking deep within the adventure is an entire sub-game, bulging with three-dimensional vector graphics –the sort you'd expect in a MicroProse-style tank simulation.

Now you can relive those ancient, archaic war films like *Ice Cold in Alex* and *Kelly's Heroes* – from the driving seat. But don't expect Tigers or King Panzers – the old trudgers you'll be driving make HG Wells' Ironclads look positively high-tech.



This may look like an innocent little Oriental farm, but what's that you can see peeking out of the barn over there, it's certainly not chickens...



Ah ha! Some kind chappie has carelessly left this tank-type thingy lying around. Now where on earth can I find the keys, or maybe I can jump start it.

A LITTLE TROUBLE IN BIG CHINA

Throughout *Heart Of China*, you face some of the toughest ninjas (never mind those pansy turtles) and hardest henchmen.

But the emphasis is less on your reflexes – it's more on trying to choose the right response during the conversations.

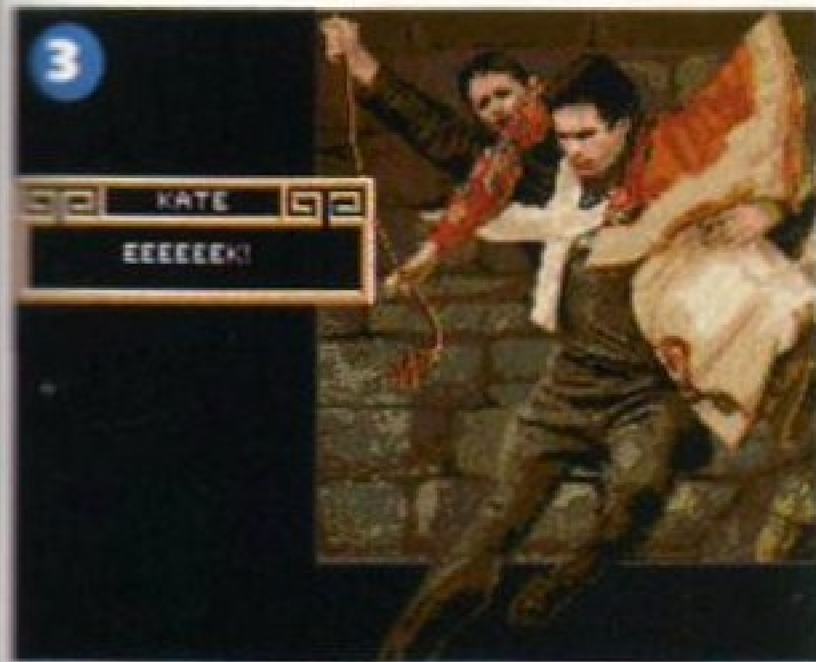
Can you keep your uncivil tongue in your head - or will a Jackie Chan lookalike rip it out for you?



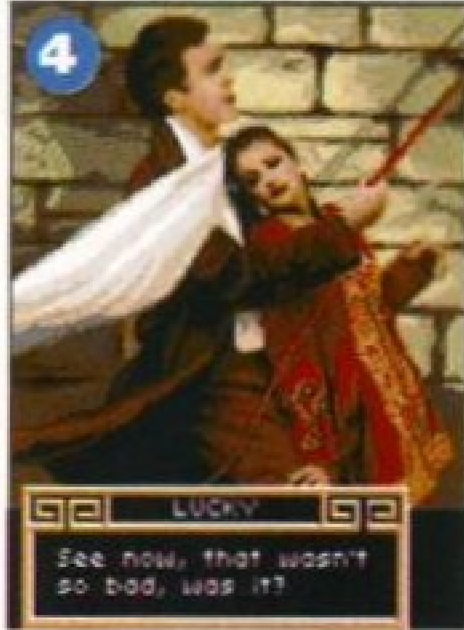
Great! Got Kate, but the guards are after us. Come on! The only way out is over the balcony but...



You'll need to hold them off Chi, while I get Kate down. Hmmm, too far to jump though...



We'll need a rope – where to get one though? Got one! It's not that far! Oh dear, Kate's gone all gooey and girlie. ...



See it wasn't that bad! Kate? Oh dear. But wait! Where's Chi? Come on Chi, get a move on...



Ah! There you are! Here's the... Oh you don't need the rope. Quickly Chi, they're after us!

Before you can set off on your way to Li Deng's fortress in Chengdu, you must enlist some help. This help comes (if you can persuade him) from Zhao Chi, the only ninja in China at the time, who also owes Lomax money. He is given the same opportunity of cancelling his debts by aiding Lucky with his task. Be warned though – Chi can take some persuading... However, once by your side, this is where your globe-spanning epic journey begins. Don't forget to take with you your travel guide (the little pamphlet in the box) then you will not go far wrong, because it contains some facts that might even give you a few pointers on how to proceed. But do not rely on it 100 per cent...

Playing Jake Masters can be an amazingly funny experience. The things you do can lead in all different directions, because the game doesn't actually have any predetermined course that has to be taken. As you progress, choices have to be made that affect the rest of the game. One good point of the DGDS playing method is that the game actually tells you when you have taken a path in the game that could have been taken differently. This plot indicator doesn't actually tell you what you've done, or what could have been done, but just that you had the option of doing certain tasks differently. This is most clearly indicated by how you treat your Kate once (if) you have managed to rescue her.

When you are dealing with anyone it has to be done carefully, because all the characters have a long memory. They do not easily forget if you've been frightfully dreadful to them in the past, but they can be most willing to return favours if they are treated well. They behave just as you would expect them to and have their own kind of human nature. Do you trust everyone or no-one? Self preservation is the key, and sometimes this can be hard.

"It feels as if you really are in the thick of the action – quick reactions are needed"

Feeling lucky tonight?

Getting other people to do some of your dirty work for you is an essential part of the game, and everyone has a price, but money is not always payment enough. In this story, the hero doesn't necessarily get the girl. It all depends on how you deal with your leading lady as to whether or not there is going to be any romance in the air.



Fu Man Chu here has just run his little socks off getting you across town to the local Rose and Crown, which is coincidentally next door to the local 'escort' agency.

Lucky and Kate have a love-hate, cat-and-dog sort of relationship, and when you're up in the skies, flying to a new destination, you can check how well the two are getting on by activating the 'Romance-o-meter'. This shows you their inner thoughts about each other and depending on the score you can decide whether to let Jake try out a bit of seduction. Or instead you can break the age old 'hero-always-gets-the-girl' tradition and do your own thing, if you're that kind of guy. It's up to you; such is the beauty of this game – you can do what you want (any old time).

This control is refined in the sections of the game where you are actually speaking to others. Instead of choosing to say something,

Continued overleaf



Got the keys. Start that engine and you're away. Better get a move on though, especially with those palace guards in hot pursuit.



That's a bit more like it, step into gear and you're off! Er... Oh dear. Where's the brake? I'm gonna crash if I don't find it fast... whoops!



I wish I'd enrolled for some tank-driving lessons! Maybe then I'd be able to out manoeuvre Li Deng's men, as it is they're almost right up my rear end!

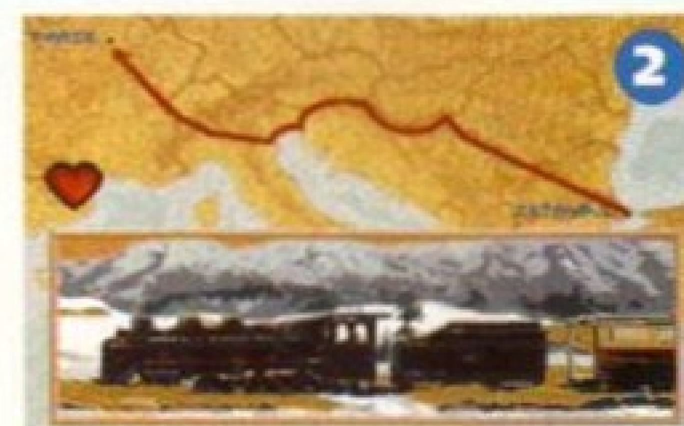
L'AMOUR'S IN STORE

It's not all rough and tumble in downtown Beijing – if you Play Your Cards right you could end up being romantically entwined with Bruce Forsythe – no, Kate Lomax, sorry!

She's a feisty young thing, with ideas above her station (she lives in a flat over King's Cross) and below your navel. But don't despair, Ms Whitehouse – there's nothing too shocking. That kind of thing never went on in ancient times, did it?



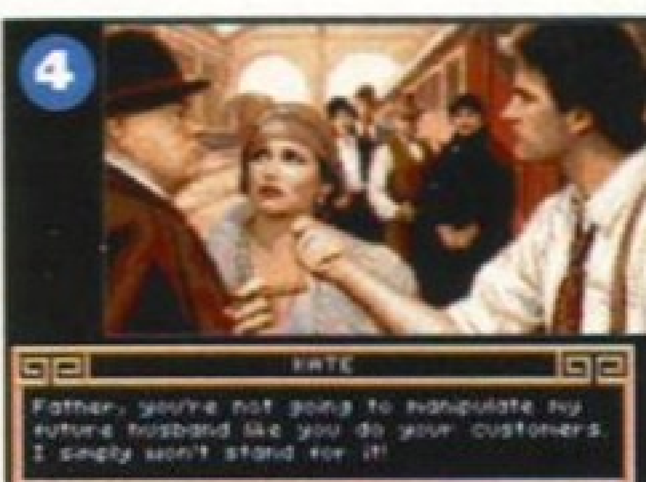
Where's the ticket, darling? Whaddya mean you forgot to buy one? What is it with you women?



Well at least we're on the train now. On our way to Paris, the land of romance and love and, er...



So how do you fancy me eh? Errrrrr, ahem, wibble wobble, errr, not bad! I never knew you felt that way...



Husband??!? Whoa! Fast moving lady! Well of course I was always destined to get the girl. Sheer charm, style, etc, always wins through...



And they all lived happily ever after. Although I guess I coulda played my cards differently and not married Kate, but of course that's another story.

you can choose where the general flow of the conversation is going via a simple multiple choice selector containing a few different responses. Again it doesn't matter which way you choose to go (except at certain places), because the game gels itself around the options you choose. Although it's probably best not to be too arrogant and generally go with the flow. You could of course be totally obnoxious or sycophantic, it's up to you. You could still finish, but you just might have a little less money. The longer you take, the less of a reward you'll get, with money literally flying away at a rate of £20,000 a day!

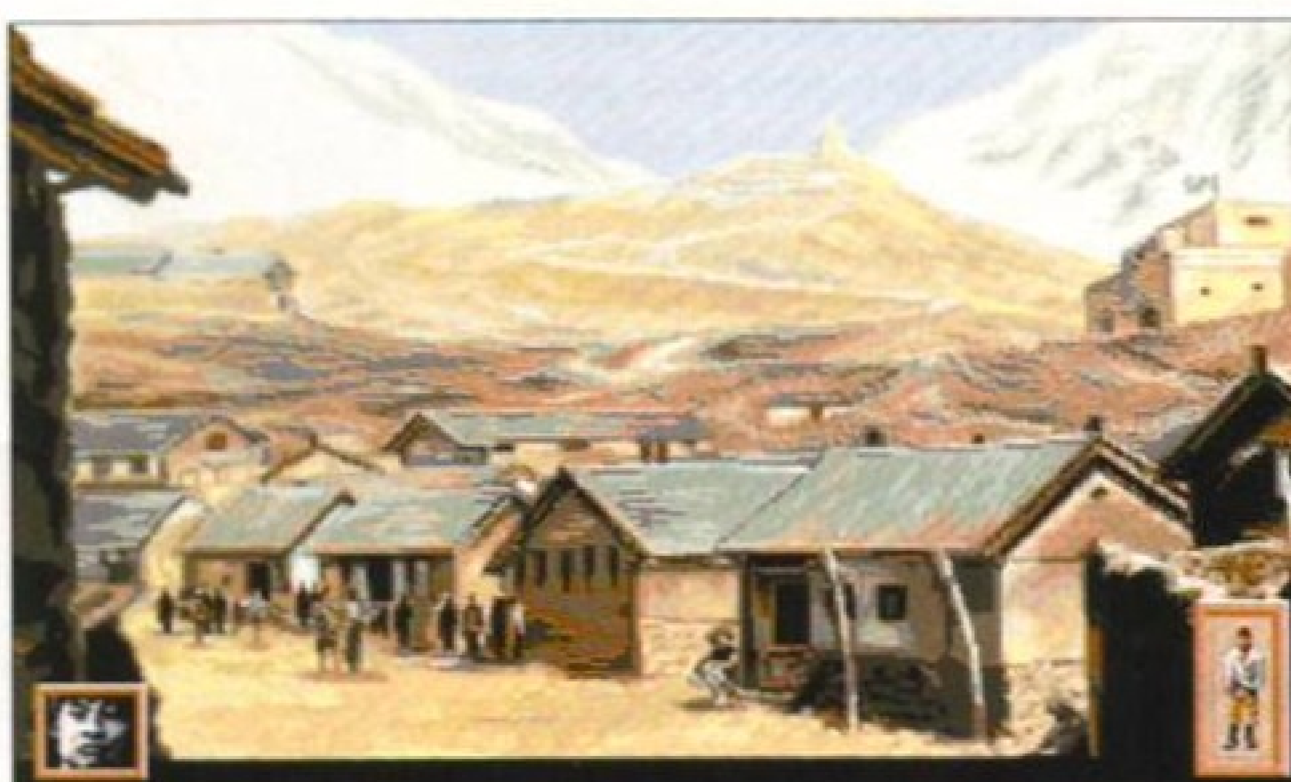
Every picture...

Heart of China is beautiful. The graphics are absolutely superb, they have a painterly quality about them, with a combination of touched-up digitised graphics and excellent hand-drawn backgrounds. From a distance they look amazing, and close-up there's plenty of detail that adds an outstanding, realistic feel to the whole game.

It's not all static graphics though, as one would expect from any ordinary adventure, no, there are proper animation sequences that are spread throughout the game. These take the form of excellent 'meanwhile' sequences that show you what else is happening around you, or as a direct result of some of your actions. There are even a couple of arcade sequences in the game, with selectable difficulty levels to add variety to the game. These can actually be skipped if they prove too hard to handle.

The sounds in the game *are* something to write home about, with an atmospheric soundtrack that fondles your ears and reflects the current mood of the game, and first-rate effects to match. So good in fact, you should hear them on a hi-fi in stereo for full benefit.

In fact everything about the game is so slick and lifelike, that you'll often find yourself writhing with laughter when you do something funny that turns out, quite candidly, how you expected it to, or disappointed when



What a lovely, quaint and picturesque town here in Istanbul. I feel in dire need of refreshment. Let's try the local boozer where...

you know you've made an erroneous decision that doesn't work out the way that you had planned it. It's wise to save your game regularly. It needs at least 1Mb of memory, but for those with more memory, the game fully utilises the extra space by loading in better samples, and to speed up the game in general, keeps as much in memory as possible.

All good things must...

The adventure-without-typing format is becoming really popular with a whole load of recent releases (eg *Cruise for a Corpse*). Dynamix have produced an adventure that is a dream to play. The story blends together around your actions so well, you'd be misled into believing that things were meant to



...you can meet a lot of friendly people as you try to rescue the loverly Kate, but unfortunately this isn't one of them. Last time I come in here for a swift half!

happen the way you choose them to. There is not actually much to fault *Heart Of China*, it's a joy to play. There hasn't been a game to get you hooked like this for quite a while now.

The only niggle is its length. The game is massive – on nine disks it would have to be! Looking in the manual and seeing a list of credits for all the characters in the game shows you just how big the game is, with you only ever seeing a percentage of them in any game.

The thing is that a lot of the data is taken up with all this, all the multiple scenarios and different routes that could be taken, which means that the game is not as long as perhaps it could have been. It's also a bit too easy to complete. This is mainly because of the intuitive way that the game works, with a lot of your options being dead logical and some puzzles turning out to be not very difficult to solve due to the nature of the control system.

All in all however, it's a thoroughly enjoyable romp around the world, from China to Paris never looking back. Satisfaction guaranteed. Oh and by the way, I did get the girl. (*Say no more! – Ed*).

Asam Ahmad AF

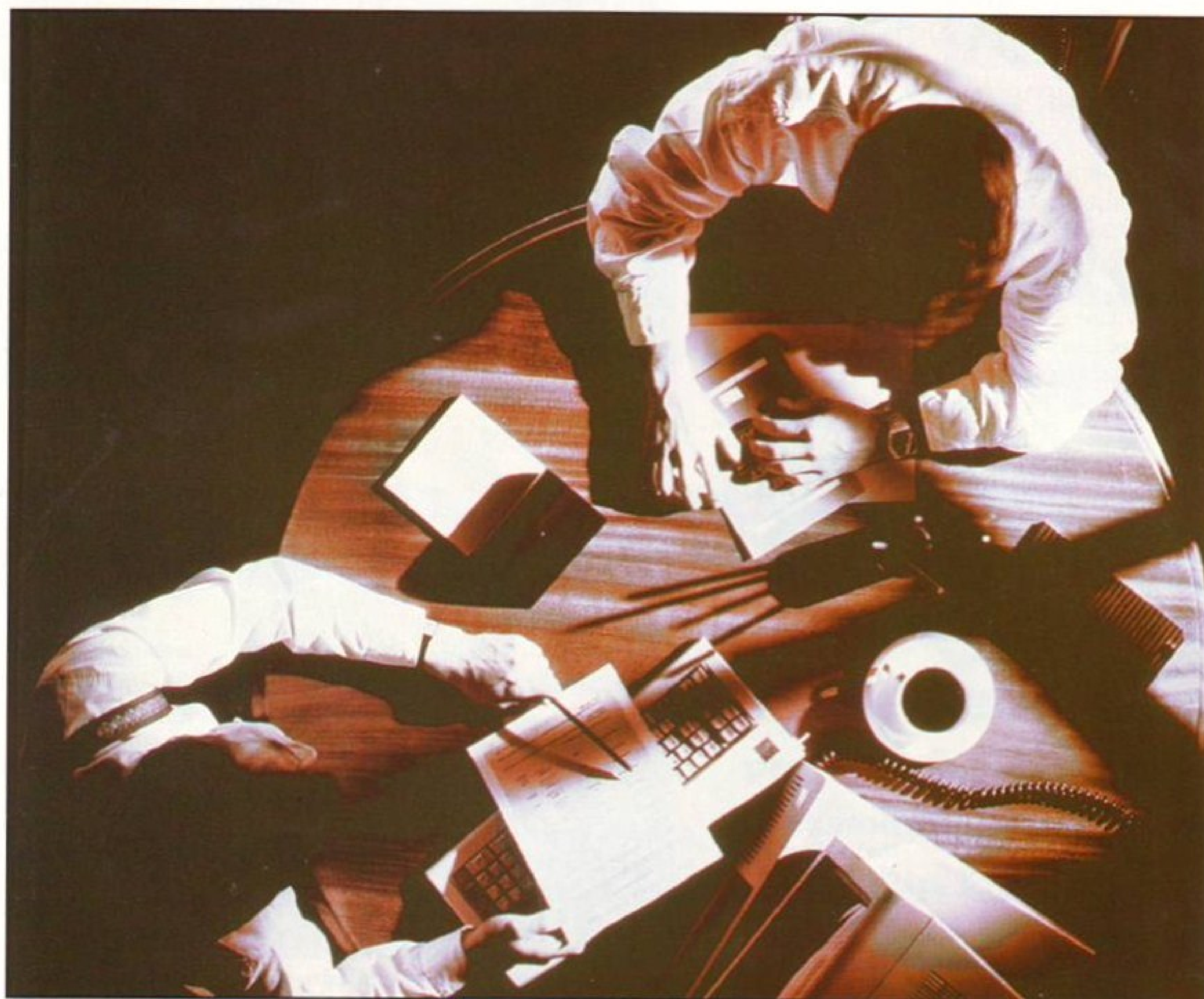
Heart of China
Dynamix/Sierra ■ £34.99

- **Intuitive and fast control system makes playing the game very easy.**
- **The way you can do what you want makes the game very accessible and fun to play.**
- **Very rewarding when things work out just right through all your own decisions.**
- **Good long-term playability, with many 'what if?' paths to go down and explore.**
- **You'll want more of the same soon.**



90%

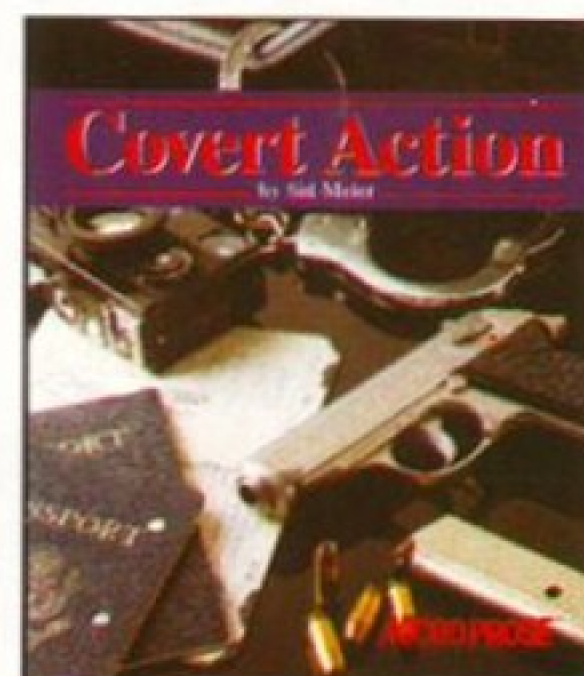
"It's clear from this evidence...



...that we should be playing Sid Meier's Covert Action."

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Covert Action, for your IBM PC compatibles, Commodore Amiga and Atari ST from the creators of **Railroad Tycoon** and **Civilization**. MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA. Tel: 0666 504 326



Film conversions, lately, have been getting a bad press, but here's a movie licence where the only thing it shares with the film is its name. Third time lucky for Ocean?



When faced with robots of this size, the best thing to do is a) drop your gun and b) run like hell. That's right, ED-209 has rejoined his old buddy Robocop in the latest outing for the metal lunkhead.

Robocop 3

Robots eh! Like 'em or loathe 'em, but they've been getting bums on seats in cinemas for about the last 40 years or so. It wasn't until Robocop hit the big silver screen in 1987 though, that the world got the first robot with both an attitude and a mission. He appealed to people because (like all the best machines) he was partly human and thus a terribly nice chap underneath all that chrome, wiring and spandex.

The original *Robocop* film was always going to be a likely choice for a licence. It had everything which software houses look for in a cross-over: appeal to kids, technology aplenty, wodges of violence and the likelihood of sequels. So here we are five years down the road with two of the films already consigned to the £1-a-week shelf in the video rental shop and the third in the series due for release in this country in the summer.

The first two *Robocop* games were brought to you by those masters of the game of the film, Ocean. They were both boring and predictable platform games with a bit of shooting and a bit of jumping, so it's not surprising that nobody expected much from Robocop 3. All the more reason then, to be pleased that it's actually a wicked game.

Protect the American way

There are two ways to play *Robocop 3*, you can play it as a movie adventure or as an action game. The action game is, in essence, a way to practice the different portions of the movie game because you can choose any of five different scenarios which make up the body of the game.

The first two of these involve walking around on foot picking off baddies. The first is a hostage situation in which the OCP (Omni Consumer Products) building has been taken over by a group of terrorists who'll quite happily blow away tonnes of thrusting young executives unless they get a billion knicker in ransom. These hostages aren't too important, so Robocop can wander around the complex wasting all the bad guys. The second is pretty similar except that you're in the street picking off punks and there are no hostages, just some innocent bystanders.

After being briefed by your helmet computer, the view switches to a 3D representation of the building with your cross-hairs floating on the screen. These are used both to sight your gun and to control where you move, mainly because wherever you point Robo's Magnum, he'll wander.

Usually the first sign of trouble is the sound of gunfire and a drop in your efficiency rating at the top left ofthe screen. You start off with 99 per cent and depending on how many civilians you accidentally bump off and how many times you take a hit, your score drops. When it hits zero you're dead.

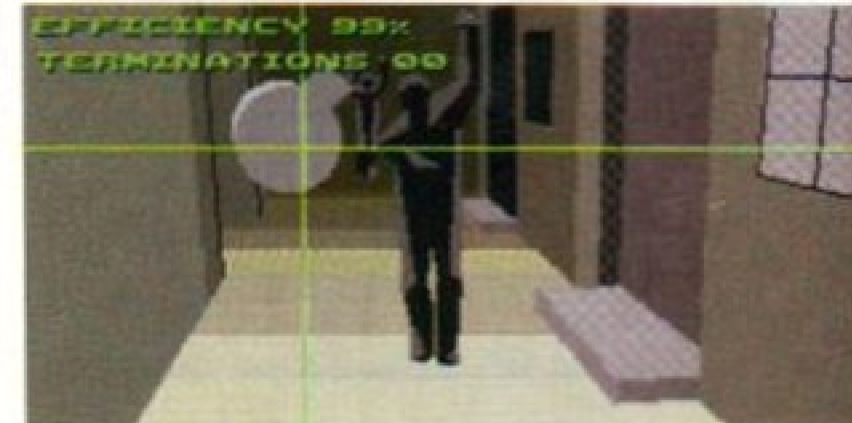
Every time that you take a hit your visor display goes a bit dodgy and crackles like a detuned television. All of this makes it a tad harder to zero in on the next enemy and unleash a few bullets at his torso. Life is made even harder still because the difference between a civilian and the enemy is only a pair of raised hands, thus making it very easy to ruin your efficiency rating.

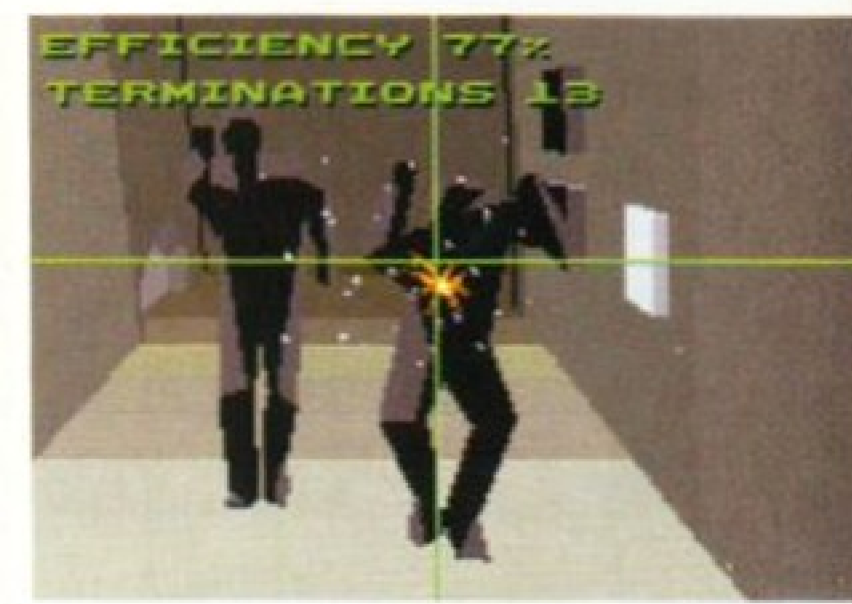
Uphold the right to wield a gun

The stalking around corridors with your crosshair ready is an extremely atmospheric experience. Moody music whispers away in the background and your concentration level is high because you never know just where the next bad guy could be lurking. To make things even better, your Robocop moves like the real article. If you remember the film, you'll know that for Robo to turn to face a target he slowly rotates his upper body, then zeros in on the target with his head and finally fires. You'll find yourself doing exactly the same kind of thing, with Robocop's built-in computer highlighting the bad guys with a flash of green.

The different points of view enable Robocop to pick off wodges of villains. In the main picture, the view is a wall camera, while the other two are Robocop's very own built-in hostage detecting view. The hostages are black shapes just like the terrorists, so it's advisable to check and see if one of them has got his hands up, or is pointing a gun at you. In this case Robocop's snuffed out quite a few hostages, as his efficiency rating is a meagre 77%

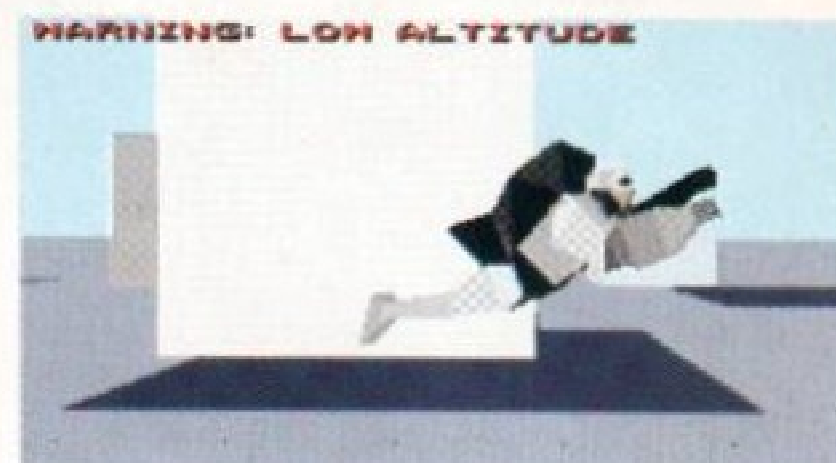


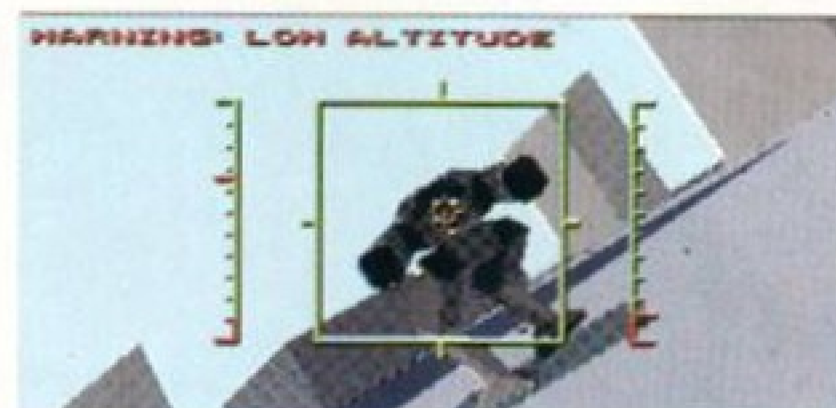


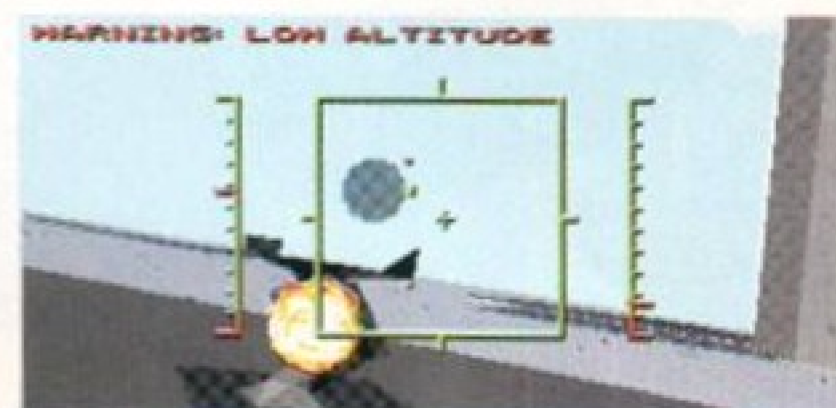




New, improved Robocop has got some wonderful toys. Here he's putting his brand new rocket pack through its paces against the military's best pilots.







Robocop arrives on the scene doing his Rocketeer impression. A rather stroppy-looking ED-209 does not seem pleased to clap eyes on you. Well, there's nothing like a bit of laser tracking to help you out!

This feeling of tenseness isn't just restricted to the hostage stage. For the third situation you have to hop into a police-car and attempt to bring a halt to a rash of GTAs (Grand Theft Autos). Robo's approach to all this is a trifle OTT because it consists mainly of ramming the perps off the road with your patrol car. Judge Dredd would be proud of you.

The 3D graphics in the driving section are top notch. They're detailed, colourful and move extremely quickly. What's more, Robocop's patrol car moves realistically. You really do get a feeling of weight from throwing it around corners and the inclusion of a reverse gear makes the whole section a real blast to play. Just when you think you've mastered ramming a sports car off the road, you find out that you've got to deal with terrorists firing guns at you as well.

Batman doesn't have all the best toys. Oh dear me no, Robocop's got a few spiffy inventions of his own, just ready for a good field test. One of these is the basis of the fourth scenario, the gyropack section. In this game Robocop takes to the air and scraps the military in a very Rocketeer influenced game. This is one of the hardest parts of the game to master, you're not going to be able to master the gyropack in one day.

The final scenario pits Robocop against a super-android. This vicious android is actually a ninja robot who enjoys nothing better than whacking tired Robocops with his sabre. In order to beat this chappy you're going to need a tough, tough game plan.

Serve the mighty dollar

So, how do the parts hang together and do they meld well into a whole game? Yes, they do. Few games will make you concentrate quite as hard as *Robocop 3* does. You see, it's got that wonderfully tense feel to it which games like *Silent Service* and *Aliens* (the American version) had aplenty.

If the game gets at all frustrating, then you're probably half way to understanding why Robocop gets so miffed all the time. The stalk 'n' slash sections on foot are particularly hard, because even if you carefully peek around the corner of a corridor, you can still guarantee that some guy is going to pepper your tin bott with a few well-chosen rounds of dum-dum bullets.



In the driving section of the game, Robocop goes up against some car and van thieves. However, in the Detroit of the future they are likely to shoot you off the road in order to defend their booty..



However, even if villains start blowing chunks out of your motor, don't run any civilians off the road. If you do then your efficiency rating will drop right down..



Similarly, try not to let yourself get run off the road. If the terrorists do get one too many shots at your vehicle, you'll end up doing a graceful pas de deux onto the hard shoulder.

"The first games were boring and predictable, so it's not surprising that nobody expected much from Robocop 3. All the more reason then, to find it's a wicked game."

If you elect to play the movie game then you'll get to see some top-notch animations. These link together the sub-games with a plot that's actually interesting, which is no mean feat for a computer game. They include a flying Robocop, a driving Robocop and an android scrapping Robocop.

It's a rarity and a joy to write about a film licence which actually works as a game. The boys at Digital Image Design have done a wonderful job for Ocean, despite never actually seeing the film. Licences *can* be fun, they *can* be original and most of all they *can* be playable. Miracles can (indeed) happen.

Andy Hutchinson

LET'S HAVE A LOOK AT YOUR DONGLE!

***Robocop 3*'s got a surprise lurking within its box. Inside you will encounter a widget which goes by the rather dubious name of a dongle. This wonderful device is meant to stop all you naughty punters pirating this terrific game.**

What happens is you attach the little black device into the joystick ports and then load the game. If the dongle isn't present then the game won't load. Now, some chaps might try hacking into the game and removing the bits of code which search for the dongle. However, Ocean tell us that it will take even a good programmer months and months to hack all the bits out.

Life for all the skull-and-crossbones fans isn't going to get any easier either. You see, in the future, programmers will entwine dongle code with the actual game code as they write it. This means you will have more luck actually rewriting the game than trying to remove dongle-checking code references.

Let's hope these security measures stamp out piracy. Then maybe all Amiga owners will have to pay for their games – like the millions of cartridge owners already taking over the games market. Stop pirating or risk seeing your computer disappear favour of consoles. You have been warned. 15 seconds to comply.

Robocop 3
Ocean ■ £39.95

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91%



The Kid, feeling a bit flushed for cash, decides to try and chance his luck with a fruit-machine. The bandit may be 'armless, but it can still sting you for a load of readies.



This is just one of the many sub-games that Kid will encounter on his adventure in *Kid Gloves 2*. Luckily he picks up cash as he kills baddies, so it doesn't matter if you lose a bit here or there.

Kid Gloves 2

A long, long time ago (well back in 1990, but that is an aeon ago in the fast-moving world of game publishing) the kid with the magic boxing gloves made his debut appearance on the Amiga. He was fast, he was cute and he was colourful. The only reservations that anyone had about the game was that the jumping, platform and collect-em-up formula was even then all a bit on the dated side. So here we are in brand-spanking new 1992, with more of the same except another two long years down the line.

So does this mean *Kid Gloves 2* is automatically doomed to be past its best-before date? Happily, not quite. Why? Well a new programming and design team have dedicated time to revamping the graphics and souping-up the gameplay. The end result is that they have created an entirely new adventure that manages to hold its cute little head up in 1992. The beauty of it, though, is that they haven't lost the spark of the original game.

The Kid does some growing up

Instead of the *Manic Miner*-style screen-to-screen format, the backgrounds now scroll to accommodate the Kid's movement. The sprites are now larger and more detailed, and graphically this second-generation Kid is vastly superior to his predecessor. The Kid's movement has calmed down (he can't jump anywhere near as far) and the whole affair looks remarkably like a solo outing of one of the *Mega Twins*.



The graphics really are OK. As Kid falls, clutching his little dagger, his hair blows behind him and his face contorts into a 'terrified look' that even Phil Cool would be proud of. But there's nothing new or exciting about the game itself.


There are five islands to explore, each with different species of Kid-hating fiends and different coloured scenery. It all gets a bit repetitive to look at, but the action remains fast and furious throughout.



Helpful arrows point the way, as Kid explores the underworld. *Kid 2* is vastly different to the original. In fact, to be honest, any connection is in name alone. But if cutsey heroes with a Rod Stewart-style hairdo are what light your fire, then give it a try.

Kid is hot on the trail of the evil wizard Wievallard, who's kidnapped (no pun intended) his girlfriend. So our boy, armed with only a dagger and a liberal splashing of Hero aftershave, gives chase through six stages (each one has four levels however) of baddie-infested scenery.

There are loads of devious traps and pitfalls lurking in Kid's path. On the other hand, there are absolutely masses of collectibles just scattered around to improve your chances of success. Springs, moving platforms and collapsing bridges – all do their dastardly best to keep your reflexes stretched and your interest held. Arcade-style sub-games intersperse the action, as the Kid cuts his cutsy swathe through some of the sweetest baddies that you ever did see. *Kid Gloves 2* contains all the essential elements that are needed for a decent, cutsy platform game, plus a few more thrown in for good measure.

Is there really a new Kid in town?

The whole game looks right, plays good and has enough 'extras' (new weapons, collectable objects, magic spells and sub-games) to breath life into the basic platform-game formula. But there's still nothing new to add to this genre.

Kid Gloves 2 is basically just a hybrid of all the classic, cutsy platform romps of recent years. If you liked *Rodlands* and *Mega Twins*, or if you have fond memories of the original *Kid Gloves*, then you won't be disappointed. But with so many of the classic platform games released at budget price (check out the Budget Pages 84-85) at the moment, it may be worth your while to look there instead.

Neil West

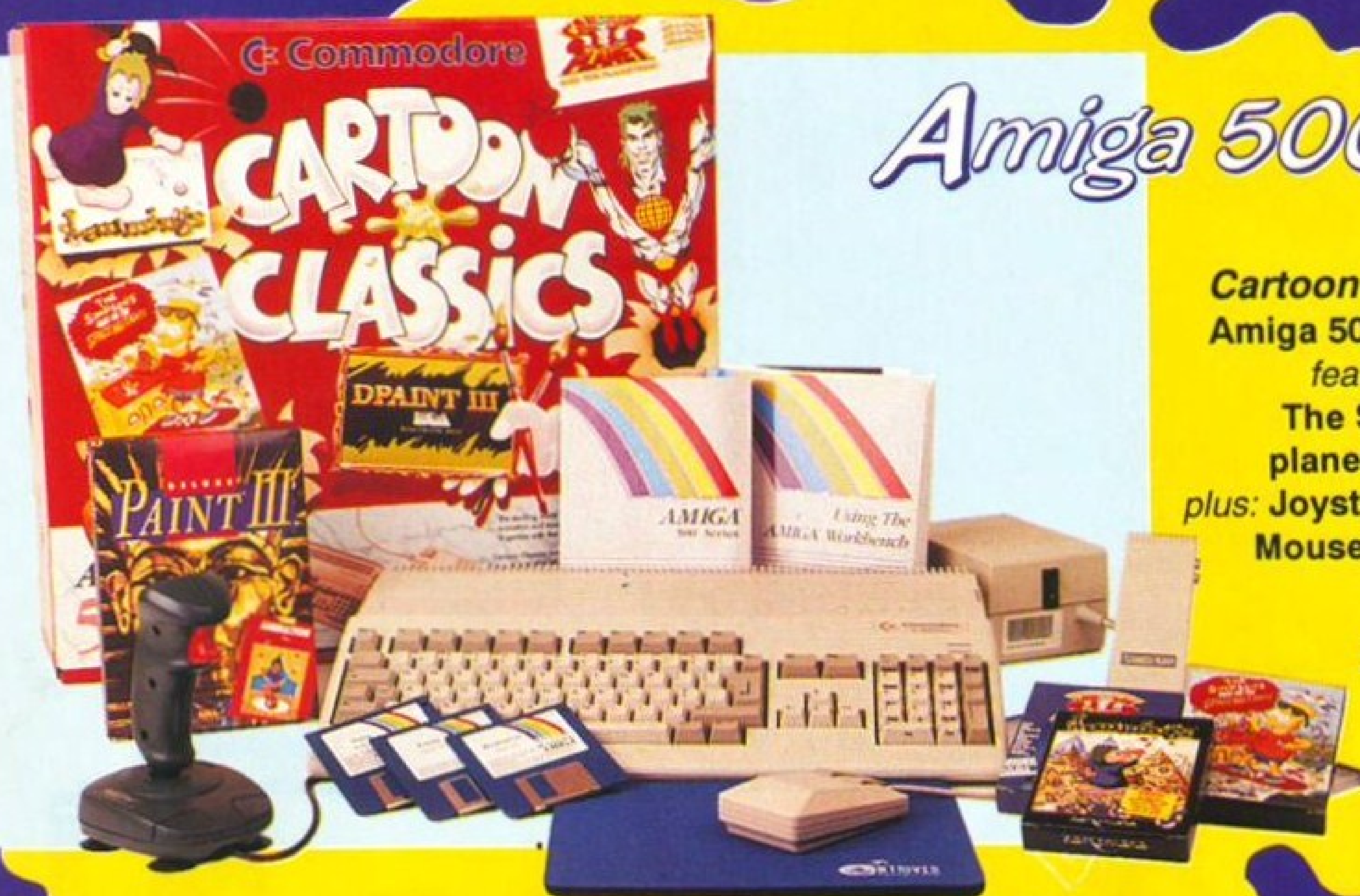
Kid Gloves 2
Millennium ■ £25.99

- It's cute, it's colourful and features the cutest lil' ol' baddies you ever did see.
- Takes off right from where the original Kid Gloves ended, with plenty of graphical and game-play enhancements
- But isn't it all just a tad dated?
- At £25.99 it weighs in fairly expensive.



79%

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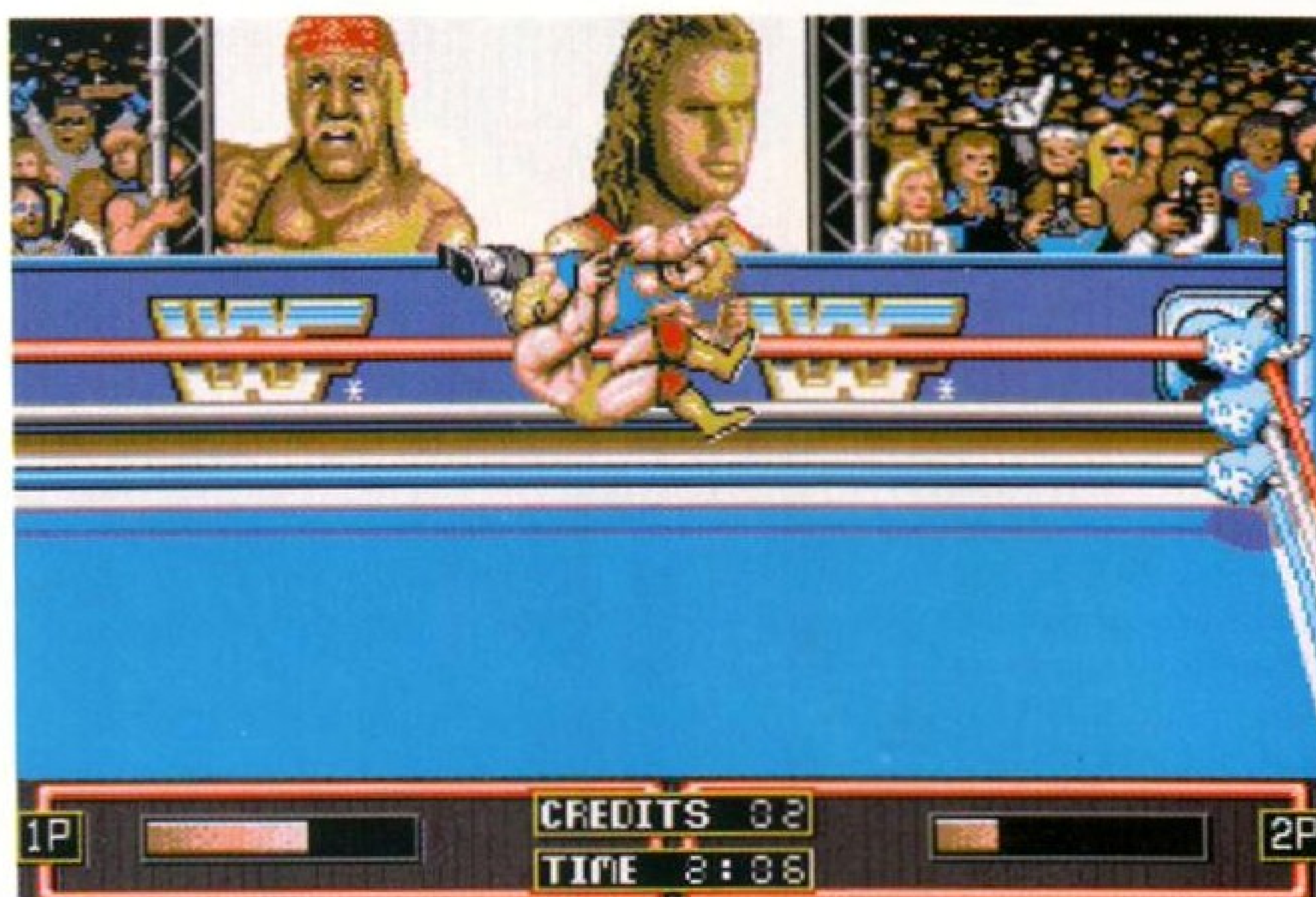
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WWF – Wrestlemania

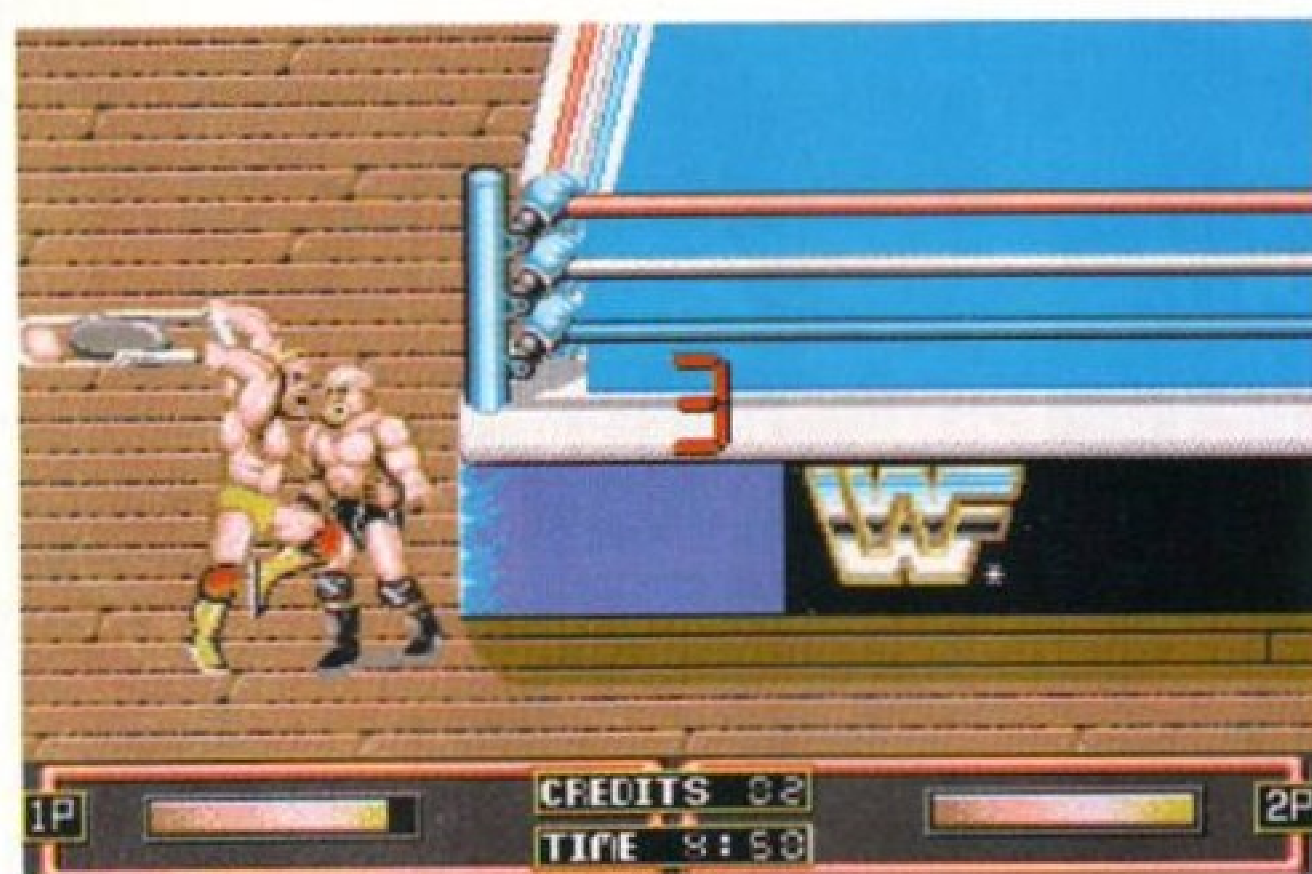
Big, hunky, 300lb chaps in lycra and make-up: don't you just love 'em? Well yes, it would seem that the British public do. 1992, the age of the 'new man' is upon us, and with this (possibly) in mind it's now OK to enjoy watching the beefy, larger-than-life stars of the American WWF strut their baby oil-lubricated stuff.

Three of the WWF's most infamous gladiators – Hulk Hogan, The British Bulldog and The Ultimate Warrior – now come pixillated and primed for action in Ocean's game of Britain's 'favourite' new sport. Each of these three have a special move to master, and you can choose to represent any one of them in your bid to become the new champ.

Pummel your way through five 'baddies', and the crown's yours. Each bout lasts five minutes, and to win you have to pin your opponent to the canvas for a count of three. But these are slippery customers (not least due to the baby oil) so a lot of leaping, punching, grappling and pile-drivering has to be done in the pre-victory softening-up process. You and your opponent have an energy bar, and if one of them reaches the big zero then it means you're either victorious or canvas-fodder.



Into the thick of the action as the Hulk takes on Mr Perfect. The background displays macho pictures of the two fighters as they do unspeakable things to each other's bodies. It's enough to make you glad you took up computer gaming instead of the real thing.



That's more like it – a good, unsporting, dirty fight. The wrestlers have got 20 seconds to get back in the ring before the match is declared void. But in the meantime you can do what you want. The Hulk's found a chair and he's not a afraid to use it.

Throbbing

The action takes place in a ring (a square one) and you can walk in four directions. You can get really narked and leap out of the ring and chuck chairs about, climb up the corner posts and leap off or have a go at running and bouncing off the ropes to catapult yourself into a flying kick. It's all pretty frantic stuff and it will soon leave you with your joystick hand violently throbbing.

Every now and then, the two bulging battlers grab hold of each other in a clinch. It's now pummel-your-joystick-through-the-table time as you have to waggle your joystick left and right in a race to build up your grapple-meter faster than your opponent. Whoever gets there first (usually your opponent) has the pleasure of executing his 'special' bone-breaking move. Your energy meter shrinks a couple of notches and you're soon back on your feet.

Shoot from the lip

The atmosphere of the whole WWF experience is captured and exploited to the full, and not just in the fights themselves. Introducing each bout is a profile of the two wrestlers and the chance to participate in a quick slanging match. Each wrestler has his favourite quote, and you can select which phrase to fire back at your loud-mouthed opponent, *Monkey Island*-style. All good fun and just like the real thing.

The graphics are big 'n' brassy, and move OK. It soon becomes obvious that you're not really controlling your character, but are triggering the execution of pre-defined animated sequences. But this isn't really a problem, because there's enough pace and variation to keep up the charade.

But the novelty factor wears off fairly quickly, and unless you are a real wrestling fan, then you'll soon find yourself wanting more moves, more opponents and a challenge that requires a little more of the grey matter than joystick-wiggling.

WWF's life-span is given a much-needed shot in the arm by the inclusion of a practice mode where you can work out all the moves, or take on a buddy in a two-player game. Unfortunately player two is restricted to taking on the role of Mr Perfect, but there's still a lot of fun to be had in beating seven shades of steroids out of him.

WWF is a standard one-player *Double Dragon*-style beat-em-up set in one location. This lack of depth may well protect your bruised and battered hands from permanent damage, but leaves the game lacking. Fast, furious, glitzy and exciting – but ultimately a shallow facade. Much like the real thing!

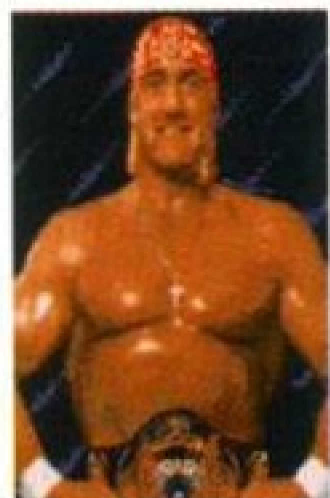
Neil West

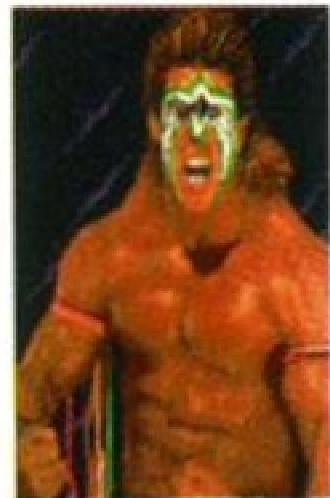

The Ultimate Warrior (you!) gets to grips with Mr Perfect. Waggle your joystick to get your grapple-o-meter to the top before his. Unfortunately, your opponent usually has a head start.

AND FOR YOUR ENTERTAINMENT TONIGHT...

... are three lumps of gloriously-glistening muscle who are just itching to do your dirty work for you. Simply take your pick, learn each of their individual speciality moves and then get stuck in. Such a pretty bunch of mothers, don't you think?


Evidently the British Bulldog's from up north, Leeds to be precise, and he is intent on taking a "bite out of the WWF". He's got a bit of a poncy haircut, but he's dead tasty in the ring.


The most famous grappler of them all, the Hulkster is the current world champion and a bit of a crap film star. Bigger muscles than Arnie, and an Abba hairdo to boot. Terrifying.


The Ultimate Warrior looks like a Guns 'n' Roses reject with an attitude to match. More make-up than Cindy Crawford, but not so nice to spend five minutes grappling with.

WWF – Wrestlemania
Ocean ■ £25.99

- All your favourite characters from the world of WWF in full effect.
- More grips to it than your average Black-and-Decker Workbench.
- Nice, whopping-great-big character sprites with smooth animation.
- There's just no real depth to the gameplay. It will leave you unfulfilled and wanting.

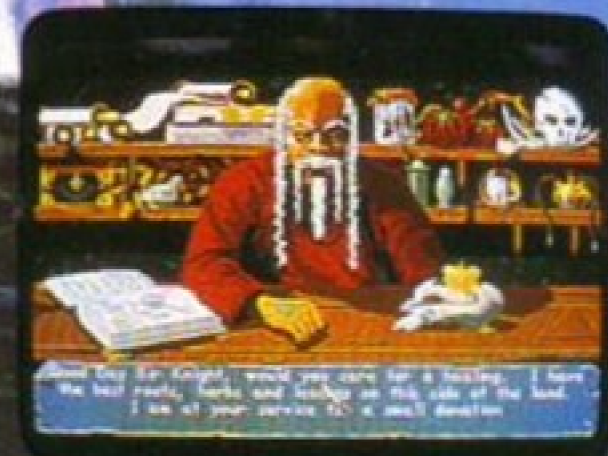


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12

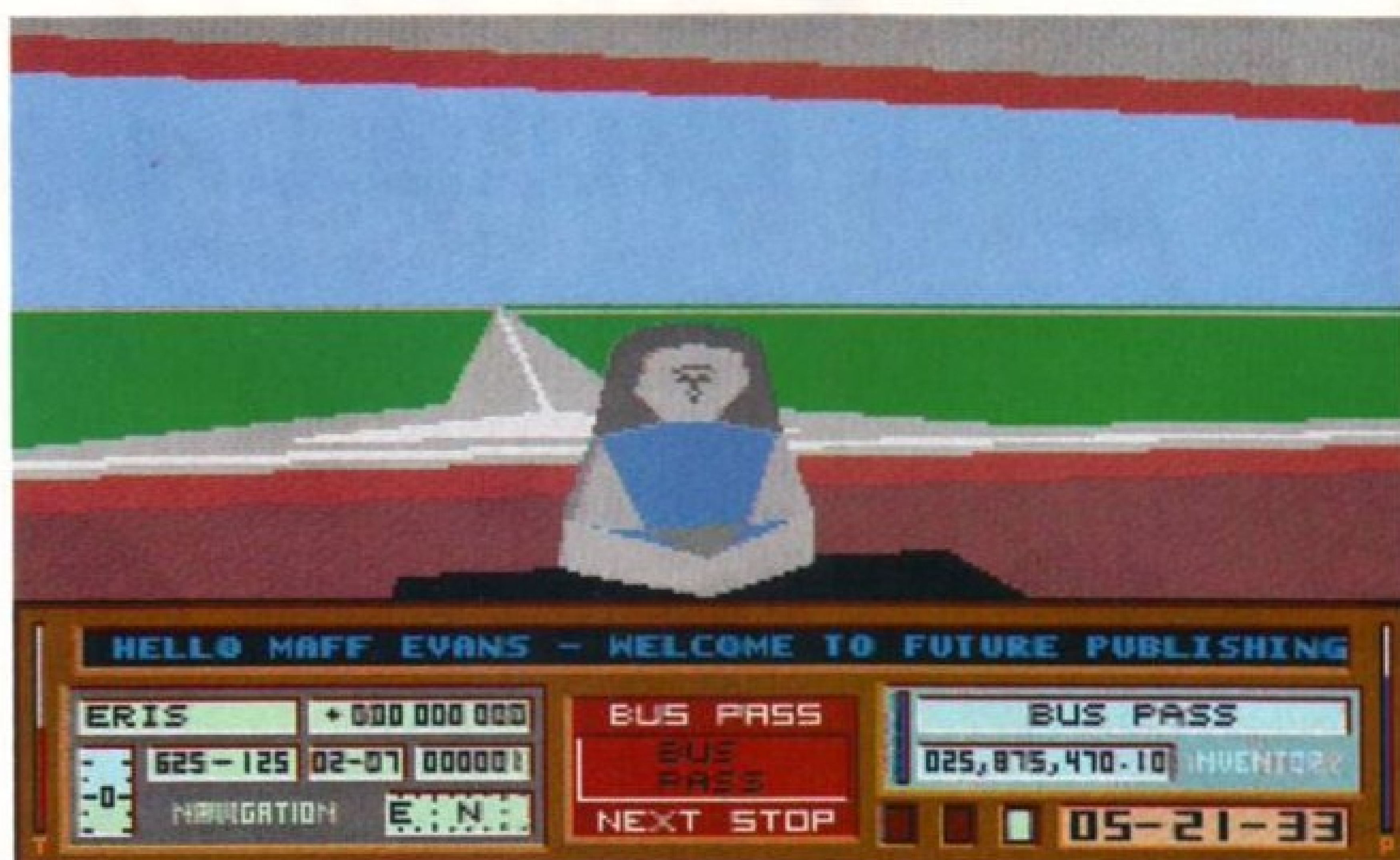
Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.



MINDSCAPE

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Novagen return would-be money makers to the Gamma system in a tale of cash and political intrigue. Can the third game in the Mercenary series live up to its Format Gold pedigree?



This place looks kind of familiar. Oh no! We've fallen through a trans-dimensional warp and been mysteriously transported to the Future Publishing offices in Bath! No we haven't. We're still on the planet Eris.

Mercenary III

Anyone who played Paul Woakes' last space epic, *Damocles*, will remember the excitement of the quest to save Eris from the mighty comet. The financial wheeler-dealings, the seat-of-the-pants flying, the geographical and logistical problems of constructing a powerful bomb. Ah, what an interesting life a mercenary leads! Well now Paul Woakes has returned with the next chapter in the Mercenary story – The Dion Crisis.

Following topical matters (as computer games often do), *Mercenary III* has a more political edge than the previous games in the trilogy. President Margaret (no relation) has been ousted from the government and a new premier is about to be elected. Unfortunately, the man leading the polls... well the only candidate actually, is a bit of an egomaniac by the name of Mr PC Bil. He bullies and oppresses people who oppose him to get his own way, and his latest venture – an open cast mining establishment on the beautiful North Island of the planet Dion.

This would not only ruin the scenery, but cause untold damage to the ecological system of the planet. The benefits that Bil hopes to gain from this venture are purely monetary. Many people may argue that this greed for power and wealth stem from the suffering he underwent during the Milkay War, but to tell the truth he's just a rotten bounder!



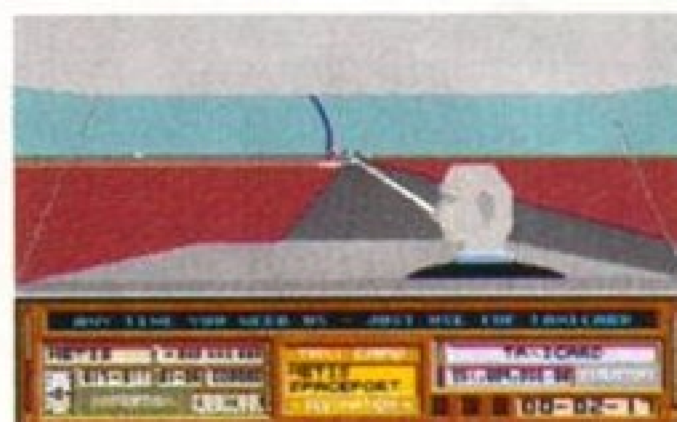
Having entered the election, some decent exposure is always welcome. A talented ad agency is what you need now. Ah, where are we now? In the offices of Eris's top ad agency! What a stroke of luck.

ON THE BUSES

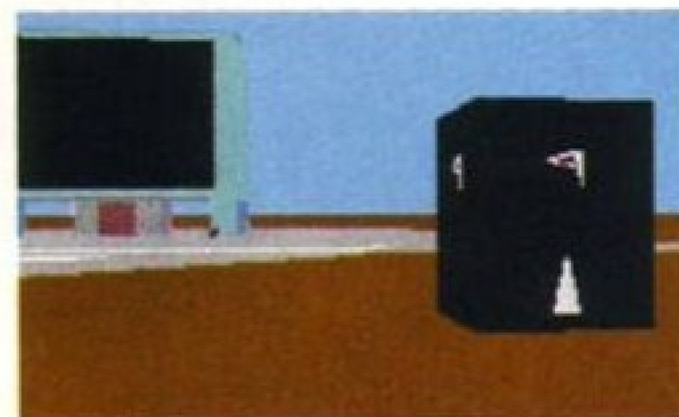
Completing the adventure in *Mercenary III* takes quite a bit of travelling, no matter which of the six solutions you attempt. In order to travel around the various planets and locations of the Gamma system, you'll need to make use of a number of types of transport. Unfortunately there is no way of getting a free ship as in Damocles. On this one you either have to get enough dosh together to buy one or use public transport. There are five methods for journeying between locations:



BUSES
A cheaper way of travelling on some planets is to nip on the bus. You can use your bus pass to get around on these, but make sure you pay attention to the route, otherwise you could miss your stop.


TAXIS
One of the main methods of getting from place to place is by way of the local taxi service. To begin with you can blag lifts on PC Bil's account, but taxis on other planets will quickly nick all your cash.


SHUTTLES
PD Bil lays on a shuttle service for getting between the starting point and his HQ on Tolosa, but this is a strictly limited service. Other trips will sting your wallet heavily, not to mention taking up a lot of time.


TRANSPORTERS
This is by far the cheapest and quickest way of travelling between most planets. No sooner do you step in than you appear at a new location. Watch out you don't get lost in the void between locations though!


PLANES
To visit the different islands on a planet, you will more than likely need to grab a ride on an executive jet. These can be costly, but next to the price of a taxi journey this will seem like a minuscule amount.

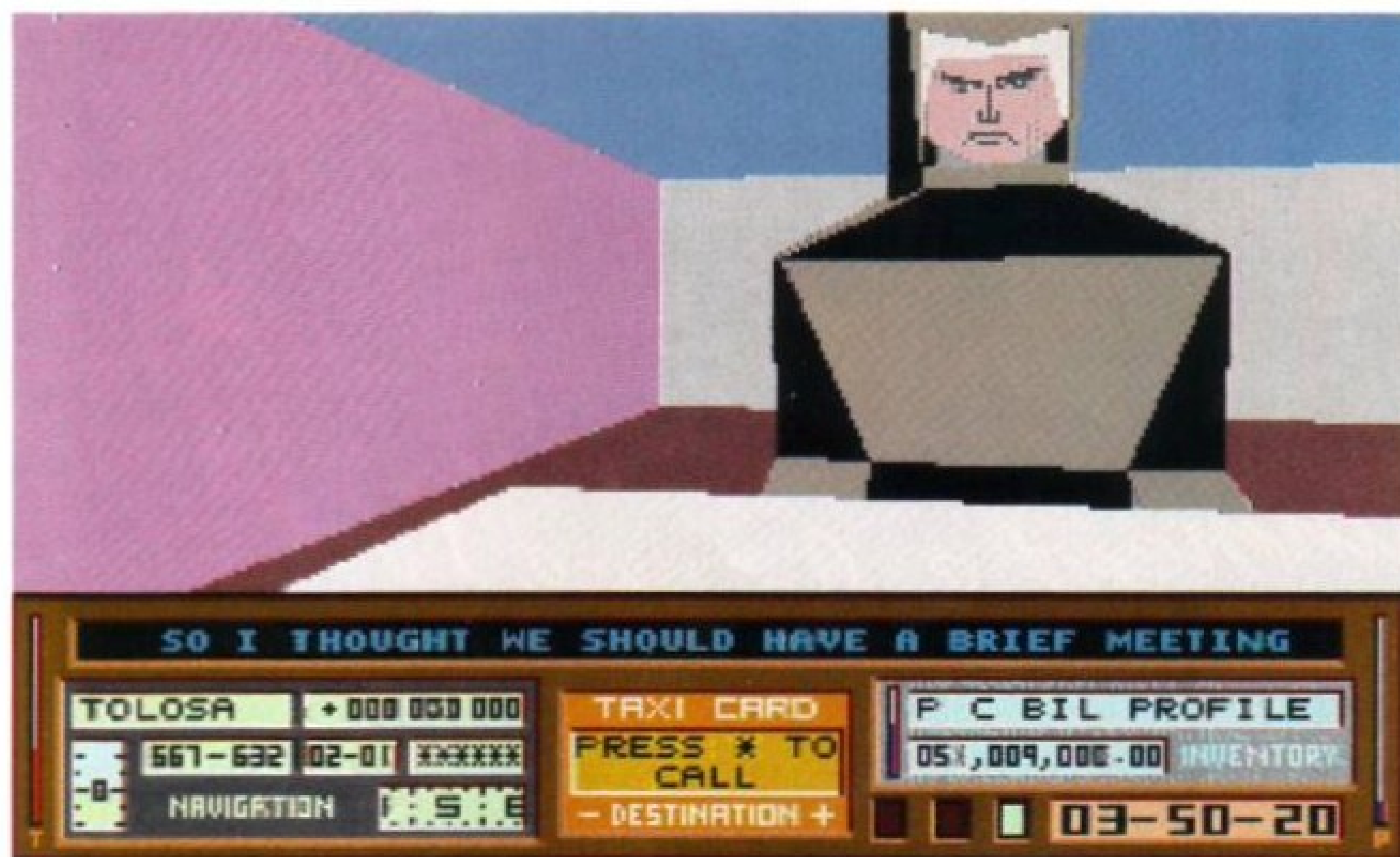
Once again, you play the mercenary of the title. After rescuing the planet Eris from destruction by the comet Damocles (and being paid 50,000,000 spondoolicks for your trouble) you were arrested for the illegal activities you underwent during the mission, such as nicking things and flying unauthorised vehicles). Rather unfair to a man who single-handedly saved the world, but the law is, after all, the law!

Going straight

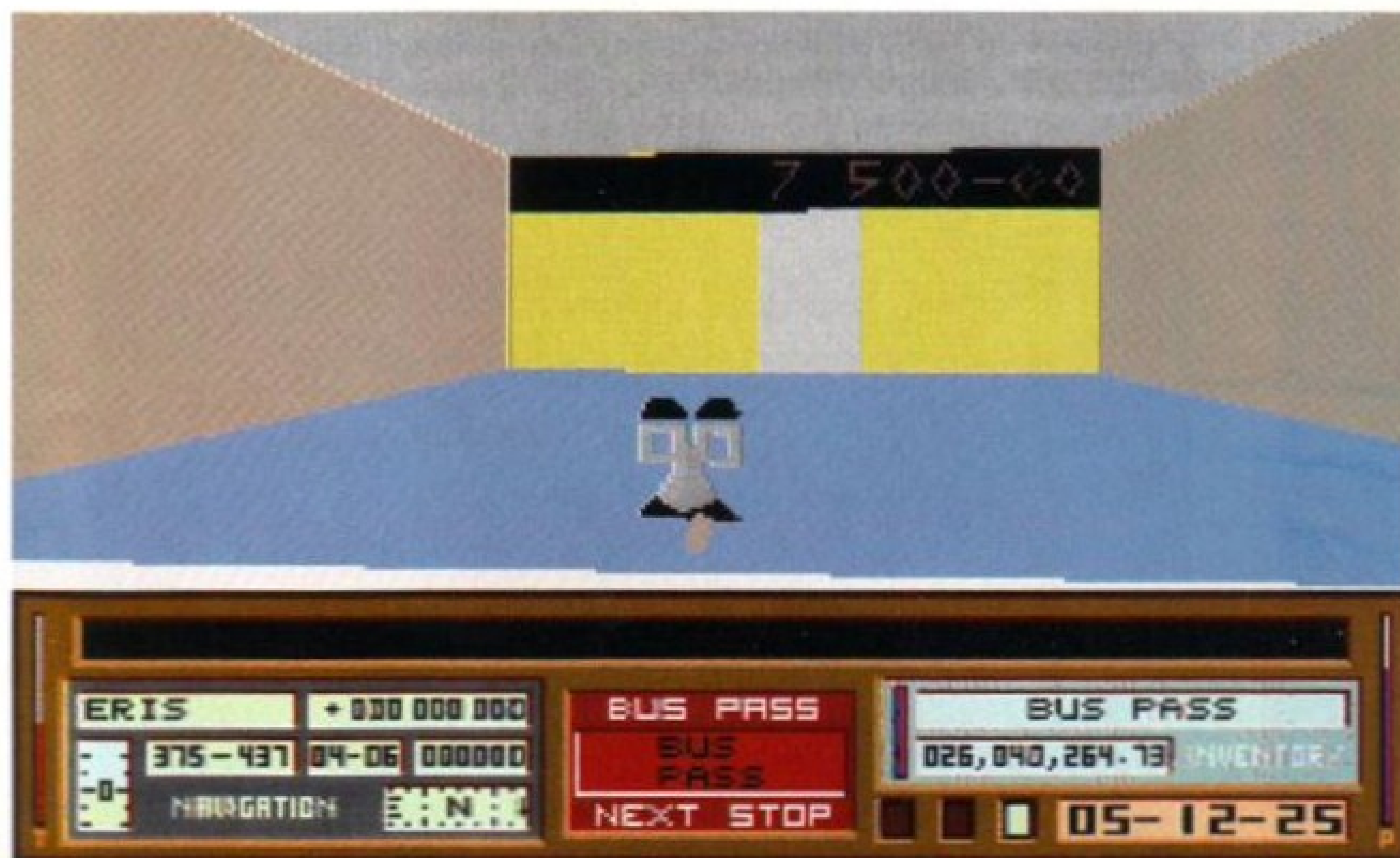
Mercenary III starts with you being released from prison, with a message from PC Bil demanding your presence. After a taxi journey and flight through space to his headquarters, you find out what a beastly chap he is. There's only one thing for it, you're going to have to try and put a stop to his nefarious plans.

There are six ways you can do this, five of which are detailed in secret documents included with the game. However, these don't tell you how to complete every step of the adventure – they just give you hints on how to complete a certain percentage of the quest.

The first method is to usurp PC Bil's plans by entering yourself in the election, thereby stopping Bil from becoming president so easily. That way he won't be able to get the



The unacceptable face of tyranny lies hidden behind a bullet-proof screen. After all, PC Bil has to protect himself from attacks. Right... where did I leave that gun?



Don't want to be recognised? Well this Groucho Marx disguise will come in useful then. The price is a bit over the top though. Seven-and-a-half grand for a mask? You must be joking!



A quick trip on the bus. Those posters reckon that you should vote for the charismatic, good-looking candidate running in the presidential election.



Ooh, a fruit-machine! I wonder if I can have a go at winning the jackpot. More likely that the old cash supply will diminish extremely quickly!



Not sure I understand these newfangled ballot papers. Maybe this choice... damn! Voted for the wrong person!

legislation allowing him to start mining on Dion passed through.

Secondly, you could take the mob-method. This involves winning so much money in the casinos of Bacchus that Bil's empire will not be able to support itself.

The third way is to arrest him and get him locked in a secure prison – which doesn't yet exist! For this you will need to get one built and actually catch Bil.

Another way is to go straight to the horse's mouth and blow up his entire mining operation. His lack of insurance money means he will not be able to continue.

You could also try bringing the old mercenary warrior tactics into play and take on his flying troops. That method ought to shake him up just a little bit!

The final method is for advanced players only. This is because the actual course of action is a total mystery, so you will have to put your very best Sherlock Holmes detecting trousers on for this one!

The continuing saga...

When the first game in the Mercenary series appeared, it caused quite a stir thanks to its fast wire-frame graphics (gosh, how quaint) and extensive plot. After a long wait, the sequel finally appeared on the Amiga to similar adulation. The same humourous approach was there, but the game system had been massively improved. The graphics were more solid, the playing arena was much bigger (ranging over a number of planets rather than just on one) and the plot more involved. When the release of *Mercenary III* approached the horizon, people started getting excited once more – and why not? The first two games in the series were stormers, so the third should be equally impressive, right? Well... er...

"Mercenary III gives too much of an impression that it should have been called Damocles II"

Now we hit the crux of the matter. *Mercenary III* is without doubt an impressive game. The plot is witty and engrossing, the 3D graphics are smooth and solid and the game's scope is huge. But...

The main problem is that the whole atmosphere is very similar to *Damocles*. Sure, there are new tasks to complete, and the addition of other characters makes the game have a more human feel. However, there is no real interaction between yourself and the characters you meet. It's as if you're travelling around a solar system populated by automatons. If there had been more of a feeling of actually conversing with the other people you come across, then maybe there would have been more to keep you interested. As it stands though, *Mercenary III* gives too much of an impression that it should have been called *Damocles II*. Comparing the differences between this and *Damocles* with the leap from the first game to the sequel is like putting a ping pong ball next to a hot-air balloon.

For those of you that haven't played any of the other games in the series, then this will make an excellent space adventure. If, on the other hand, you've played the others to death and are expecting something new to present a challenge, prepare to be slightly disappointed. You've been there many times before.

Maff Evans

Mercenary III
Novagen ■ £29.99

- Good 3D animates smoothly and gives a proper feeling of depth.
- The puzzles are involved enough to keep you scratching your head for a while.
- A rather surreal sense of humour keeps things ticking along nicely.
- The interaction between the player and other characters could be more involved.
- A decent space adventure which is just that little bit too much like its predecessor.



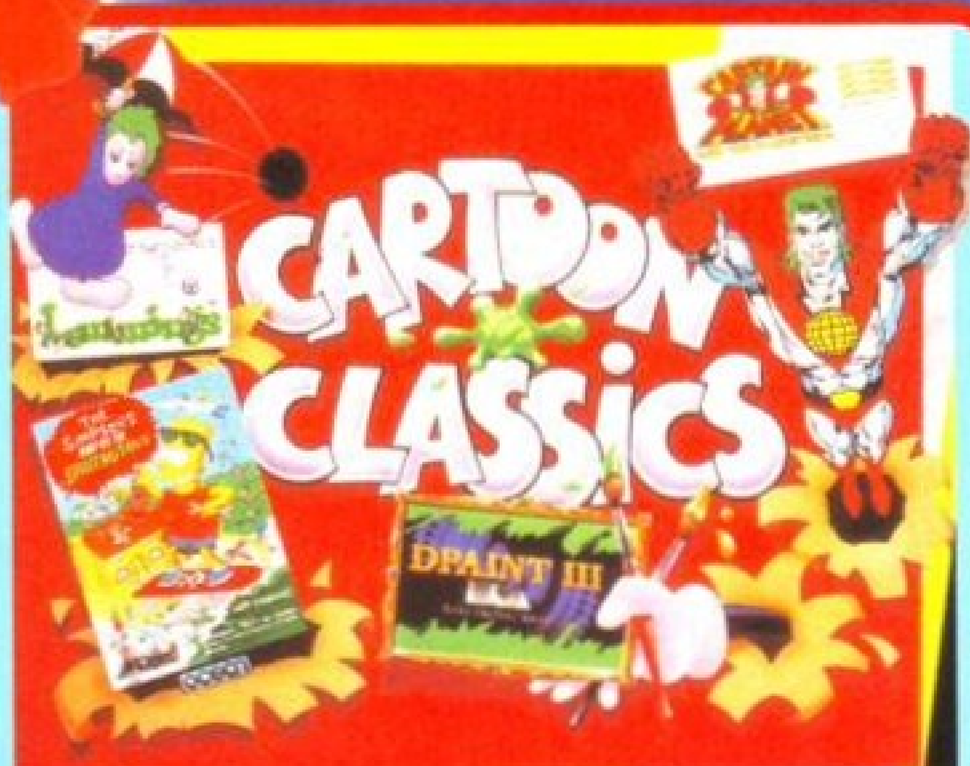
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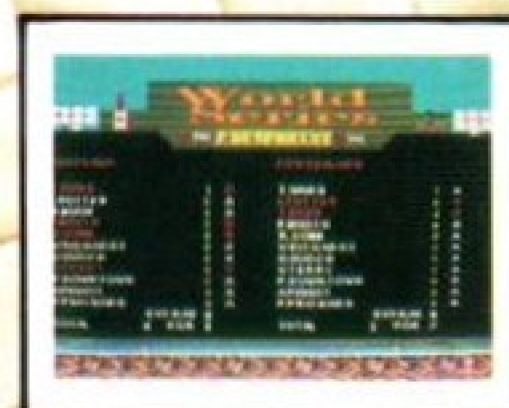
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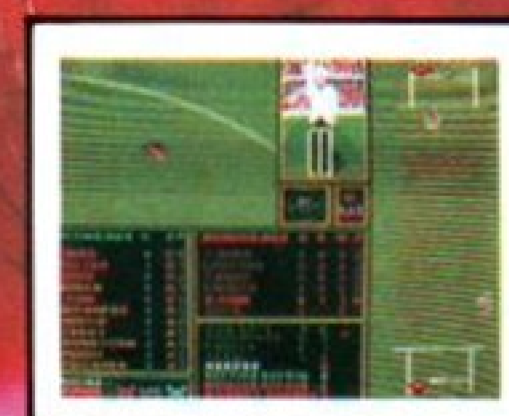




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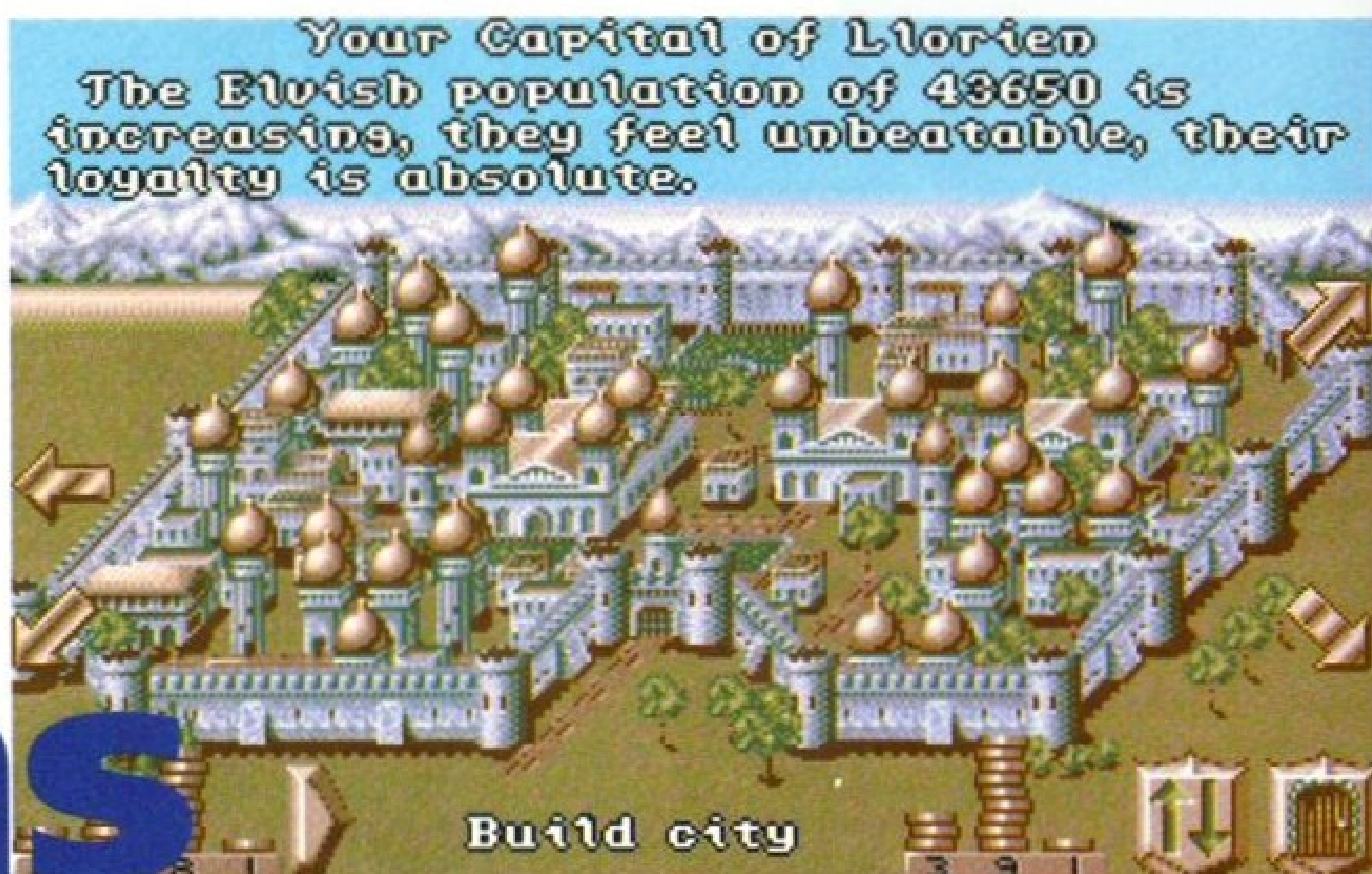


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"Realms – there can only be one," screams the blurb. The thing is, not only does it resemble another game, but wouldn't 'Realm' be a more appropriate title? The goal in this war-strategy game is total world domination: is it worth the effort?

Realms



You need to keep an eye on your cities. While you're off sieging the enemy's capital your towns could be fading away from famine or plague. A nice touch is that the picture of the cities does change: if you build stone walls, then they will appear around the city the next time you look.

Trying to become the ultimate ruler of the known world is a tricky business. There's an awful lot of blood, sweat and even a few tears involved, not to mention having to calculate the fiscal projections for the next five years.

Still, that's your ultimate goal in Virgin's attempt at a strategy game. You are the leader of one of the empires that are battling it out for supremacy in a mythical world. There are eight of these strange worlds for you to plough your way through. Each scenario gets harder than the last one, and up to seven different races (elves, orcs and so on) can have realms in one world.

Completing a scenario is easy, in theory that is. Each realm is made up of a number of cities, including the capital. All you have to do is try and take over or destroy the capital of each rival realm and Robert is truely your close relative.

At the beginning of the game you should be thinking more about improving your own cities than attacking the enemy's. Apart from your capital, most of them are just small two-hut affairs that are out in the sticks that need careful nurturing if they're to grow. You have to allocate the available money from the treasury wisely: if a city's small, you could spend it on clearing land so it can expand. If the people are starving, your first priority is to buy them more grain.

Travelling over water is possible and indeed necessary, particularly in the later scenarios where ships are the only means of reaching far-flung archipelagos. Thing is, the captains are a bit dim and can only follow the coastlines.



The treasury money comes from the tax that your citizens pay, the amount governed by the rate you set. Raising the rate obviously brings in more cash, but beware because that won't please your fair subjects, who may rebel and join the other side.

Assuming they get there without being attacked on the way, they lay siege to the city, and may draw out the enemy. Any minor skirmishes are handled automatically, with the relative strengths and weaknesses of the two sides taken into account, but large battles take place on a separate screen and are left entirely in your hands.

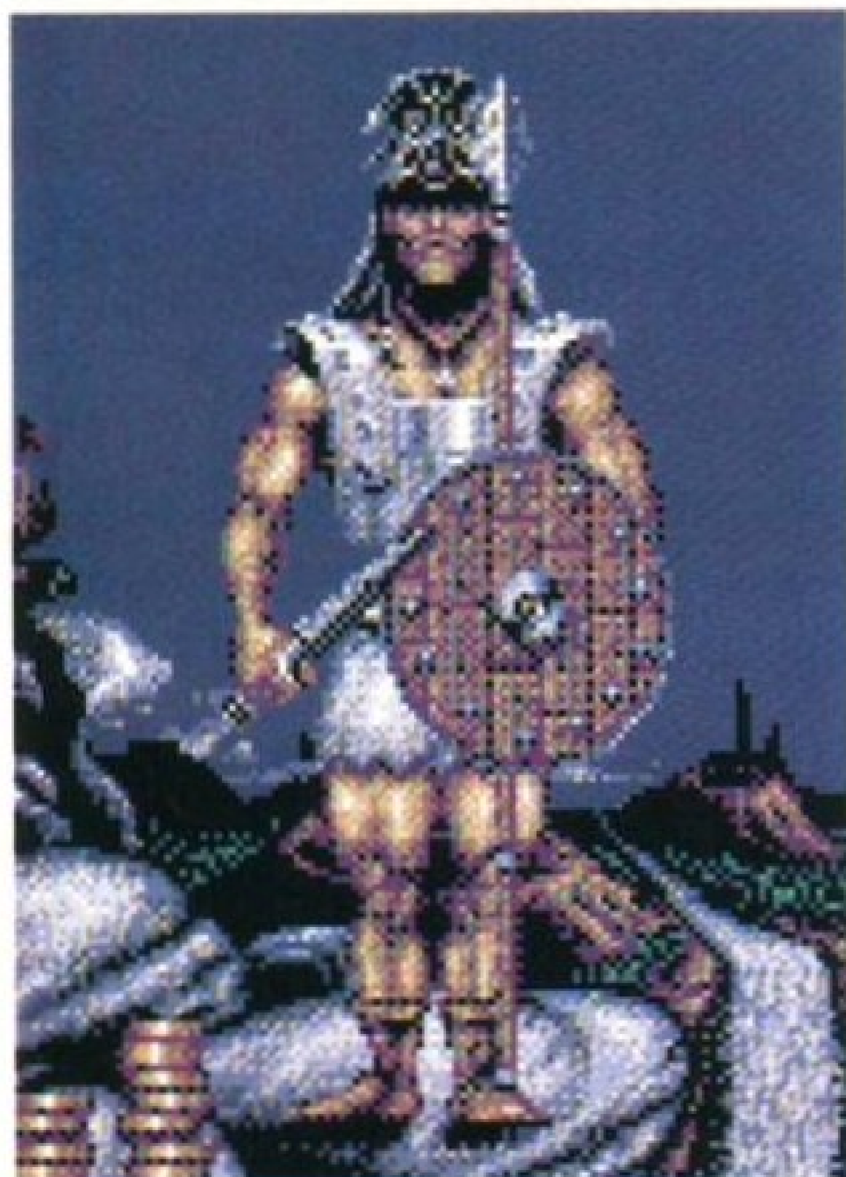
While you're off gallivanting around it's important for you not to forget your own cities, particularly the more remote ones. The enemy is doing just the same as you, and it's very easy to be bashing away at the enemy's capital and find that it's Game Over because you forgot your own.

"There's not much wrong with Realms, but it seems to be hidden under a garb of 'sophistication' that seems superfluous."

Once a city is in a fairly stable state, then you can think about training an army or cavalry there. This, too, costs money. The more wages that an army unit gets, the more loyal it will be to you. And of course the best armour and weapons don't come cheap.

When you've managed to gather a reasonable-sized army together, send it off to an enemy city. Units are targeted simply by clicking on them and then on their destination.

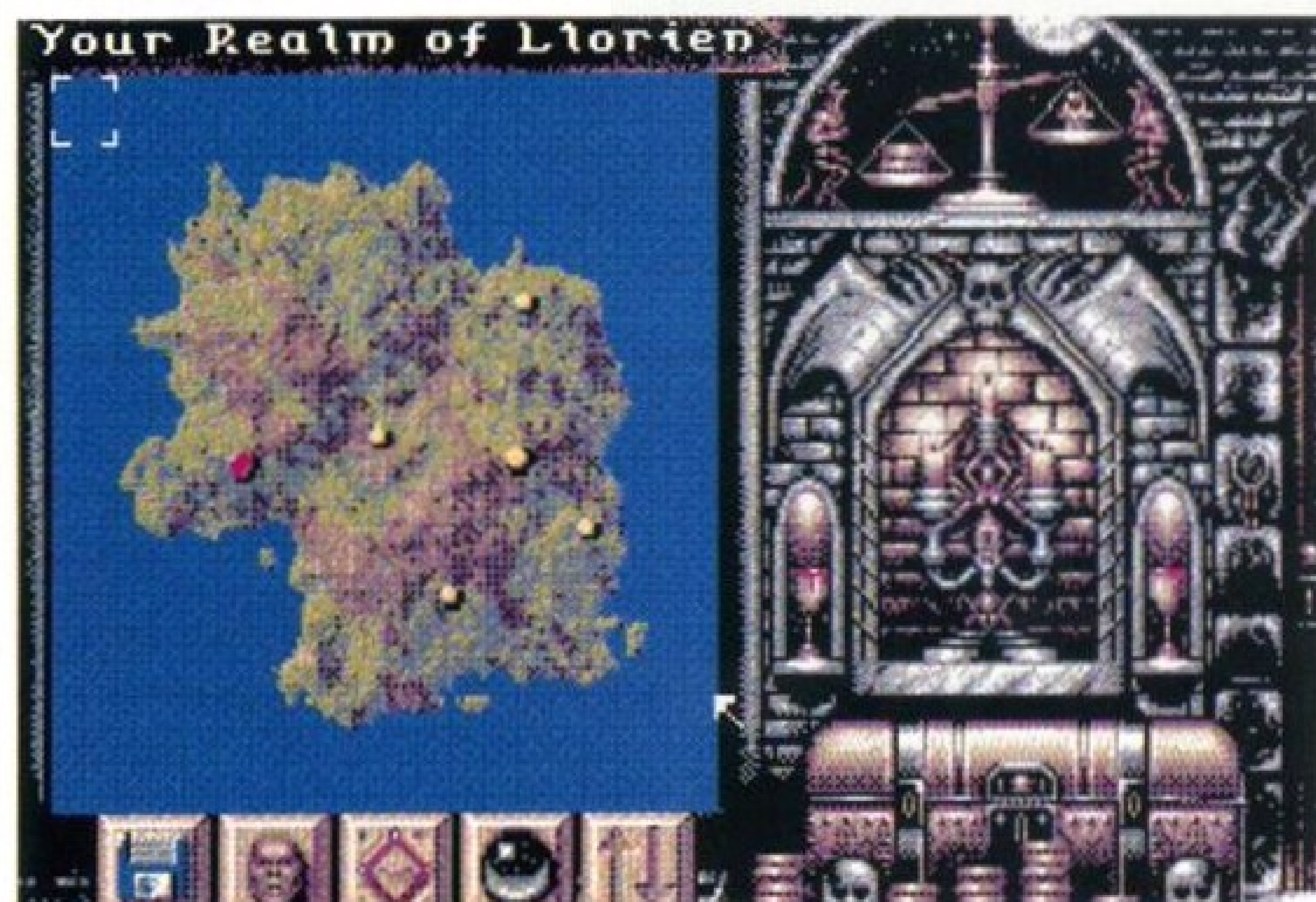
Most of the time you play on an isometric three dimensional representation of the landscape, which will have you jumping up and down and shouting "*Populous*!" as soon as you see it. It's undoubtedly, er, influenced by that game, though if anything the landscape in

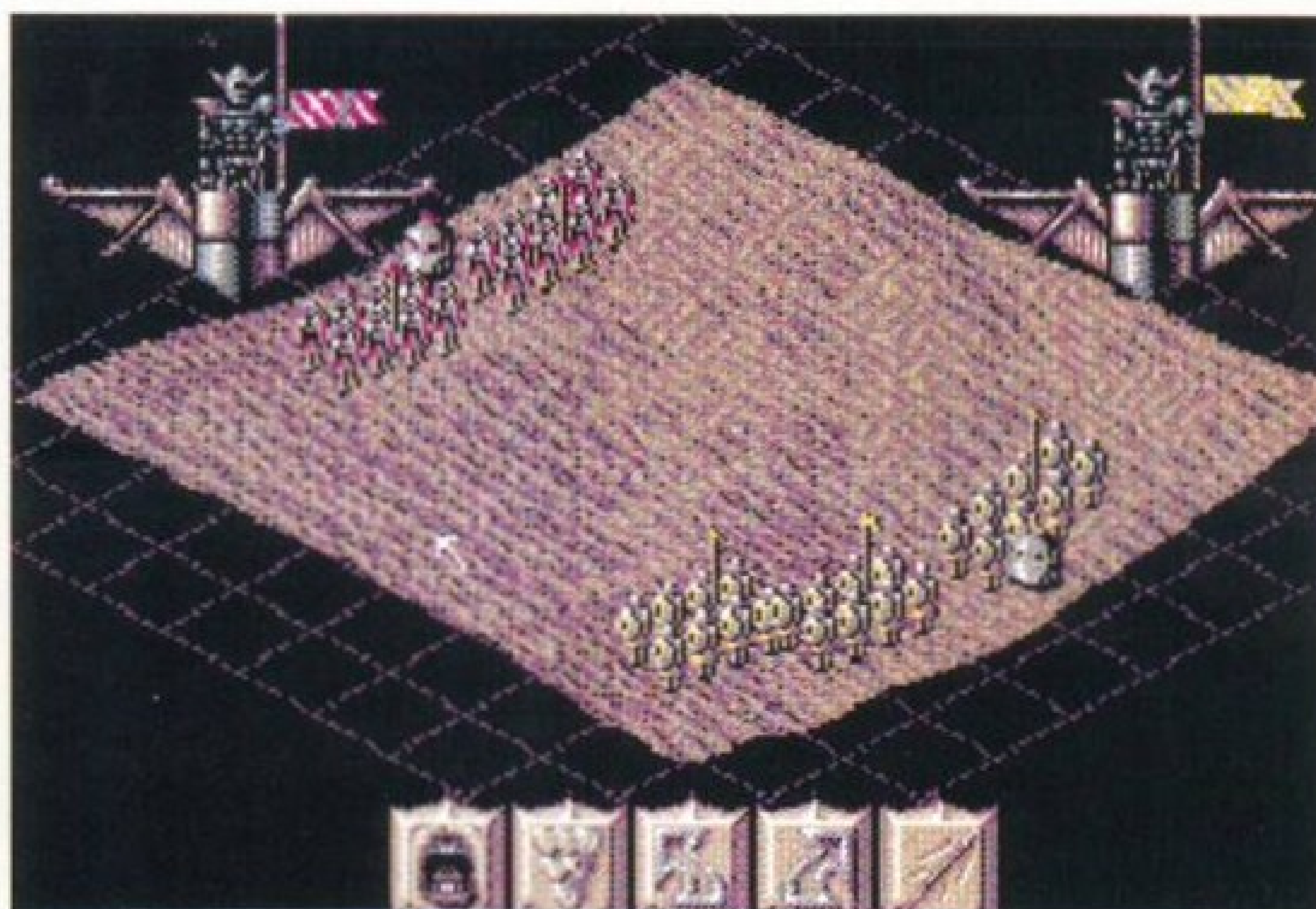


Training up an army is done from here. The rather unfortunate character on the left becomes your clothes-horse as you mix 'n' match the unit's armour and weaponry using the icons. Ooh no, the bronze shield just doesn't go with that spear...

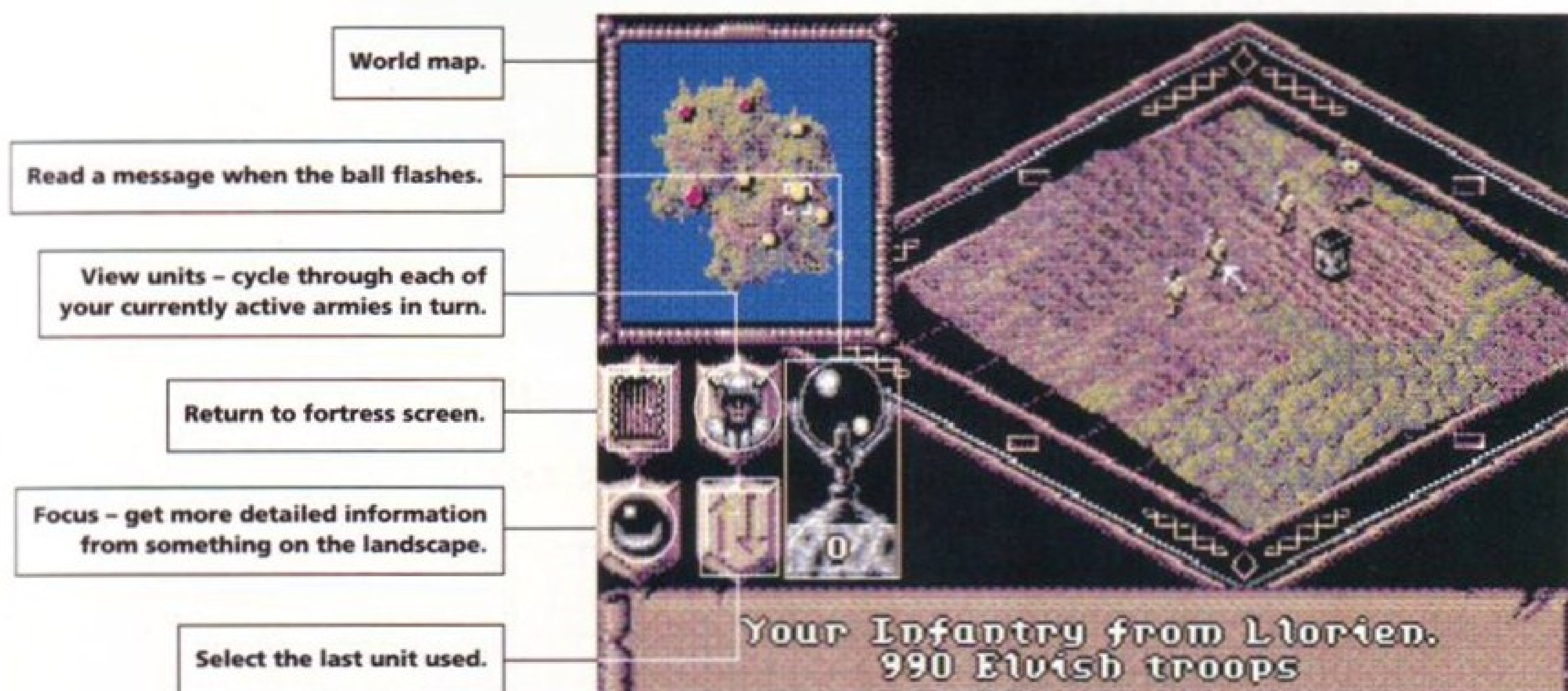
THIS IS NO *WOMAN'S REALM*, SO TRY YOUR *BEST* AND USE ALL YOUR *OPTIONS*...

The first screen to confront you, the view from inside your fortress. Here you can get an overall look at the world – see where your armies are, check the tax routes (to ensure all tax is reaching the capital), and alter the tax rate. Then click on the magnifying glass and a city on the map to enter the main playing screen.





The battle screen. The opposing sides arrange themselves on either side of the screen, but won't attack until given the order. You can change the formation of a unit, tell it to use its missiles and give them orders on which enemy unit to attack. Finally, click on Attack and hope the best man (ie you) wins.



The main playing screen. Most of the game is played from here. Cities, your men, boats and so on are all visible on the 3D landscape. To move a unit, click on it and then on its destination. If a unit gets into a serious fight, you're taken to the battle screen.

Realms is less impressive. The problem is that everything is just so small: the cities are represented by a single feeble tower; units which consist of a thousand cavalry by one little bloke on a horse. There are no trees, no rocks, no 'atmospheric' graphics, just the rolling brown and green landscape (oh, with the occasional bit of white for snow). Sadly there's just never any of the hectic full-screen chaos that you can experience in the superior *Populous 2*, for instance.

The same is true of the battle screen. Although there's a little more action to be had, the graphics are still disappointing. Flights of arrows disappear in mid-air just before they hit their target, and a killed unit sort of suddenly appears on the floor and tries not to get in the way. At least the sound effects manage to buoy things up a bit though – there's a suitably battle-like and vaguely Jean Michel Jarre-ish little ditty that accompanies your every effort, with some extra spot effects thrown in here and there.

Realms is a war-game that seems to be more encumbered by its god-game-like appearance rather than helped by it. It gains nothing from having a 3D view as opposed to a conventional overhead one, it just makes finding your units and cities far more complicated. It's a bit like playing Battleships with real 3D cardboard models – rather pointless. If Graftgold, the game's programmers, had gone all the way and done a full-blown 3D landscape à la *Powermonger* with some decent graphics and animation, then the effort might have been worth it.

There's nothing much wrong with the content of *Realms* but it seems to be hidden under a garb of 'sophistication' that just seems to be superfluous. When you come down to the basic nitty gritty of the game it's really quite a simple mix of the look-after-your-village type of management game and the attack-every-single-thing-in-your-sight war-game. So why on earth try to hide it?

Ed Ricketts

Call them barbarians? Bunch of big girl's pair of pants more like it.



Realms
Virgin ■ £29.99

- Don't expect a god game just because of the 3D display. This is a strategy game, full stop.
- A fairly brave attempt to make war-games more accessible.
- Disappointingly small graphics and turgid animation make it less fun to look at than it could have been.
- Looks complicated, but underneath there's very little to it.
- Bit of a white elephant.

Amiga Format Verdict 69%

With the spring solstice upon us, the time is right for tales of mystical Stonehenge – but did Mindscape really have to re-enact the Beanfield massacre on your Amiga?

Moonstone



The sights and sounds of the goings-on at Stonehenge are enough to make your toes curl up. But when the slaughter begins in earnest, *Moonstone* will have you reaching for the chuck-bucket.

Remember when computer games used to make headlines because of the gore and splatter instead of just the sex? A few years back, the mere sight of a couple of red pixels was enough to bring out the whole 'computers-are-bad-for-you' brigade, decrying all progress as heresy. Palace's *Barbarian* even got banned in Germany because of the sheer bloody violence, involving lots of splashing claret and bouncing heads.

But Mindscape aren't worried about that sort of thing happening to their new beat-'em-up adventure, Moonstone. Featuring some of the most glorious gut-spilling action you've ever seen, it could be considered a bit of a 'nasty' by people who don't understand what 'escapism' means. That's why Mindscape have voluntarily rated *Moonstone* as a 12, using the cinema censorship system. If you like action – but not gore – there's an icon to click on that selects more tasteful, less blood-soaked animation. But for the blood-hungry maniacs, no taste-level is spared in this charmingly visceral videogame.

What? A load of baloks?

The plot (for what it's worth) is nothing particularly innovative. You're a knight, and, working against three other knights, you have to retrieve one of the magic and mystical moonstones. When you've found one, you can offer it up to the gods and become champion of the quest. All this is made more difficult by the fact that the moonstones are locked away (and heavily guarded) in a place called the Valley of the Gods. You can't even get into here until you've found four secret keys and these – yes, you've guessed it – are stashed away in various locations around a huge map.



The most-used screen in *Moonstone* is this one - the map. Here, you guide your knight around the kingdom, when it's your turn to move. The land is divided in to quarters, each one containing six lairs (the bench-like icons) where you go heads-up with the monsters.

As if that wasn't enough, the keys are themselves guarded by a variety of disgustingly violent creatures – baloks that crush you in their huge hands, trolls that thump you over the head and mudmen that drag you underwater. Each lair (there are 24 in all) contains a treasure chest, which may, if you're lucky, contain one of the four keys. But you need to lay waste to the monsters in that lair before you can find out what your reward is. You have a one-in-six chance of coming up lucky, but it's odds on you'll die for nothing.

"The most glorious gut-spilling action you've ever seen, it could be considered a bit of a 'nasty'"

To supplement the *Barbarian*-style action, there are a number of other places to visit. There are cities where you can buy the attentions of a mystic medic, or go gambling when you're greedy. There are also a couple of magic locations where you may end up with a few nice surprises in the form of free cash or extra lives. But you've got to get to them first.

No joy, plenty of stick

Moonstone has the potential to be excellent, but doesn't quite make it for a number of reasons. This superb-looking development of the *Barbarian* theme has a host of pluses: the sound effects are terrifying, thanks to the sampled screams, roars, lightning and squelching flesh sounds. The intro and in-game music is high in atmosphere (even if some of the samples are a bit rough at the edges) and there are many stirring tunes and mystery-filled melodies to make the seemingly endless loading at least partially worthwhile.

The graphics are gory, but gorgeous. Together with the sound, they make Moonstone look like a really polished program. It's not until you start playing that things look different. For a start, the two-player practice mode, which enables you to practice your sword-fighting moves against a friend, is fatally flawed. Plug in an extra joystick (so that your opponent can actually dodge your blows) and start fighting. Everything's fine until both players simultaneous hit their fire-buttons – then your Amiga resets and you sit there looking blankly at the machine. One potentially brilliant sub-game totally ruined.

Just as annoying is the multi-player mode in the main game (up to four players can play at once). Despite the use of two joysticks in the practice mode, a two-player main game uses only the one, passed from player to player between goes. Except, that is, when your knight happens to bump into another human-controlled knight and starts a head-to-head fight. Then there's no warning to plug in the second joystick, and this can give an unscrupulous opponent an unfair advantage. He can hack the hapless knight to bits while the other player's looking for the joystick.

Howling at the moon

Even assuming you're not playing against sly cheats, there are still more problems with the multi-player mode: when one player's turn ends, the control passes immediately to the next player's knight. If the first player is slow to realise his turn has ended, he may move the next knight (unintentionally) before passing the stick. Very poor!

Yet worse is the way the game can lock up completely if you leave it displaying the inventory screen while you're having your tea-break. With no save-game option (an appalling oversight) it's really, really frustrating to lose a four hour, four-player game just because you want a short break.

Moonstone, for all its plush graphics, smooth sonics and enchanting entertainment,



When the pressure gets too much, you can retire to the pub. Get a drink, sit down and gamble the knight away playing dragon-dice.



Recreate your favourite moments from *Monty Python's Holy Grail*, in the privacy of your own home. It's more interactive, you can add your own dialogue, and there are no unsightly stains to clear up.

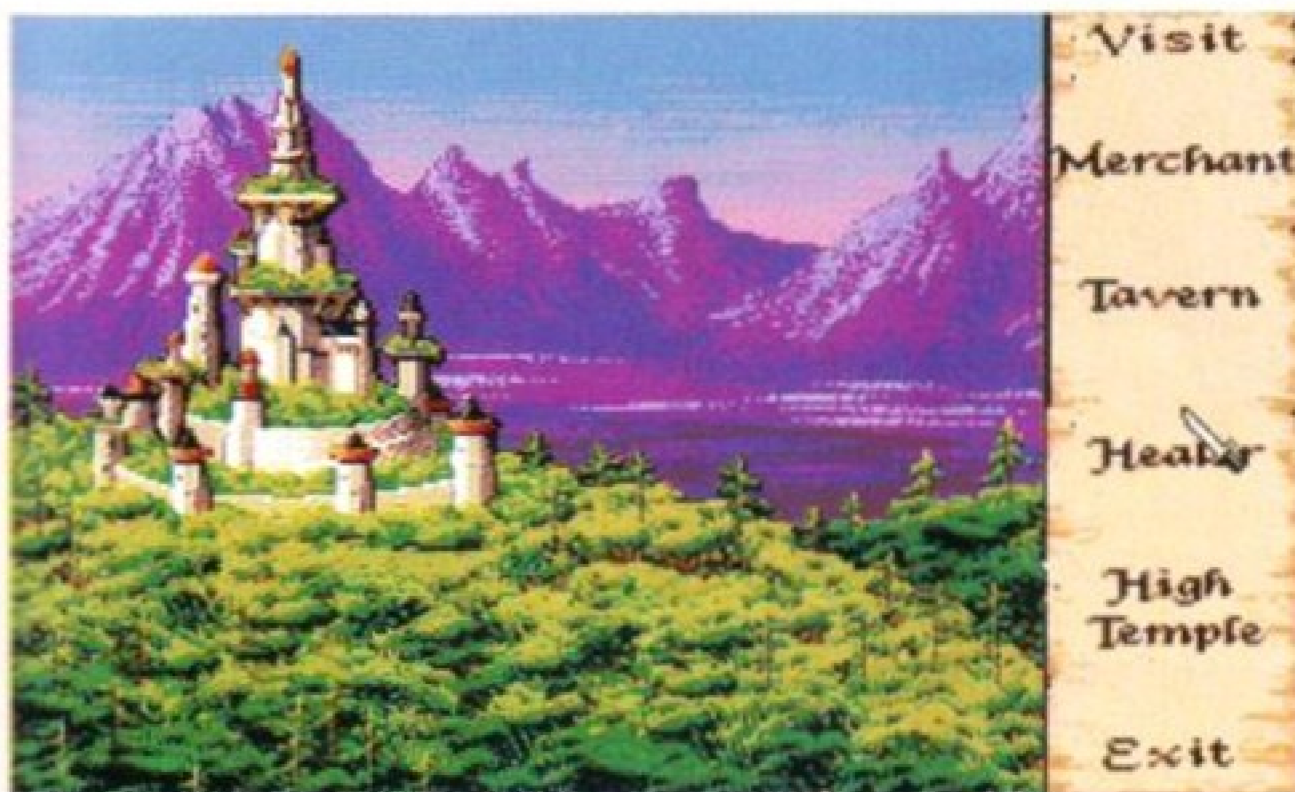


"Anyway, so I said to Sir Gilbert, 'I can do you Thursday, if it's the full perm and blow-wave that you're after', and he never rang me back. Rude, I say. Is that all right sir? Would you like to see the back now? I'll just get a mirror...and the mop. Back in a tick."

rather smacks of a cynical rush job. There are some flaky oversights in playability, testing and even the plot. The desperate attempt at creating a suitably 'fantasy-style' scenario even stretches to nicking place-names from other games' mythos: take the city of Waterdeep – this beauty's definitely in the *Eye of the Beholder*!

A potentially great game gone sour, *Moonstone* is very close to being quite brilliant, *and* abominable at the same time. It's probably more annoying to see a good game wasted than it is to see an out-and-out crap one. Avoid, unless you're into frustration in a very big way.

Neil Jackson



Bright lights, big city. There's everything you need, just a day's trek away from anywhere in the whole Moonstone kingdom. You can buy weapons, get a drink, fix yourself up, and then repent at leisure. You'll never stop over in a village again.

Moonstone
Mindscape ■ £30.99

- Some great graphics and sound create a mystical atmosphere.
- Excellent beat-em-up action, complete with gory effects.
- No 'save game' makes it virtually impossible to complete.
- Some appalling oversights and annoying bugs wreck this potential Format Gold winner's chances.

Verdict 59%

The mixing of role-playing games and computers has been cited as the best move for both. Is it just a marriage of convenience, and will it end in divorce? Could it all be down to Fate?



Don't jump to conclusions – just because this young lady is well, padded, it doesn't mean she can't thwack your head off with a single blow. If you like her that much, why don't you try talking to her – she may even join you on your quest. Didn't your mother ever tell you never to tempt Fate?

Fate: Gates of Dawn

Computer dungeoneering has come some way over the past few years – the superlative *Dungeon Master* starting a somewhat astonishing revival with a simple to use, but more than effective user interface, excellent audiovisuals and an atmosphere which gave the player the feeling of actually wandering around a dank, murky dungeon, casting spells and slaughtering all sorts of demonic hellspawn.

SSI's 'sequel', the AD&D-based *Eye of the Beholder* (and its upcoming sequel, Legend of Darkmoon) also used the same style of play, but improving on the feel somewhat – the argument still rages between *DM* and *EOTB* fans about which of the two is the superior! Other software houses have tried to jump on the bandwagon, some coming close, but just missing the mark (with the likes of *Galdregons's Domain* springing to mind), whereas others have shot totally wide, releasing titles (mention no names!) that are enjoyable for all of five minutes before the hand reaches for the OFF switch. Now Swiss software house reLine have entered the fray, but how will *Gates of Dawn* compare to the big guns of the FRPG genre?

A nightmare on Fifth Street

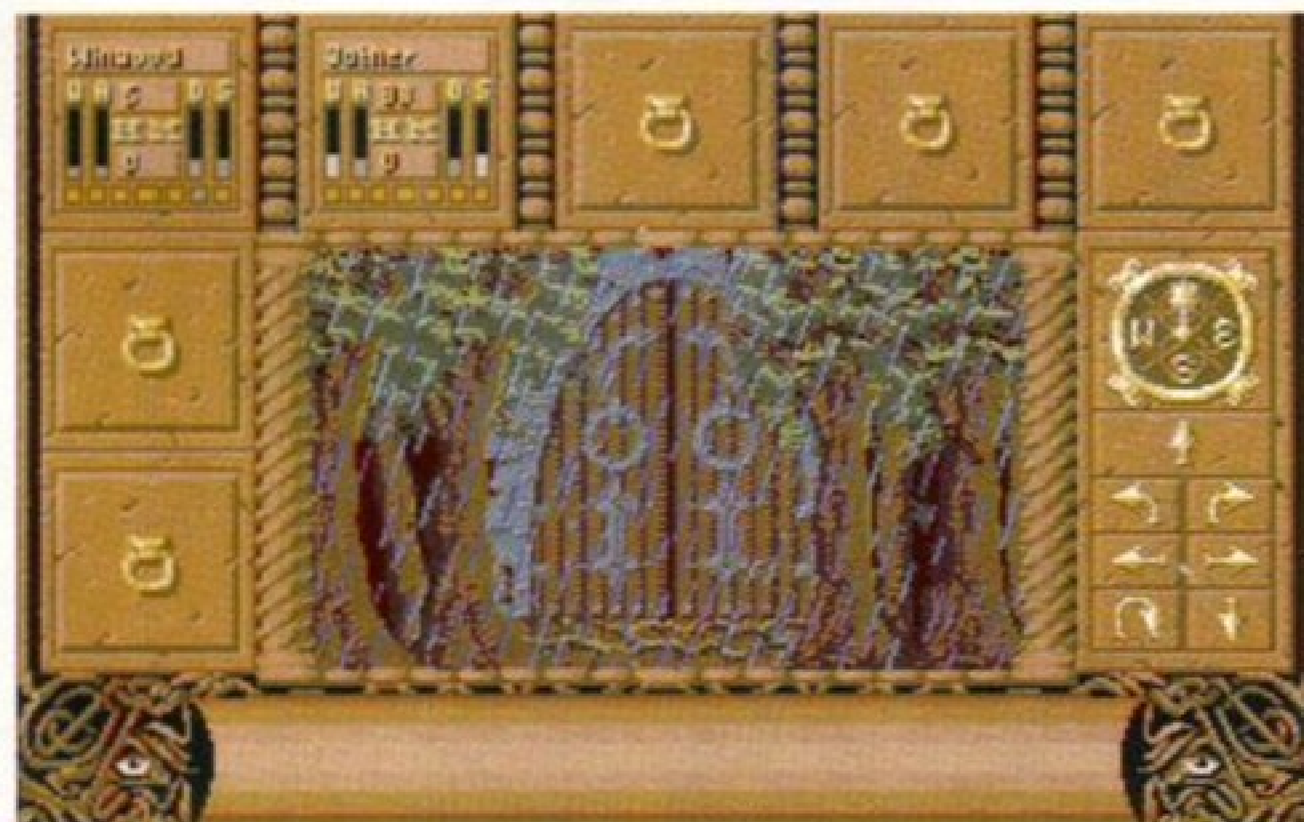
The game revolves around a guy by the name of Winwood, the proud owner of a not-overly-successful record shop on Fifth Street. One afternoon, feeling a little tired and under the weather, Winwood decides to take a small nap, but ends up being catapulted into an alternative earth by a rather nasty piece of work by the name of Thardan. This twisted mage knows that our hero is the only one who can put paid to his evil schemes, and so has dragged him into this world where magic rules in order to bump him off.



Occasionally, you meet a robber or two as you pass from place to place. Don't take any nonsense and duff them up fast, and you might end up with his ill-gotten gains.



Go wild in the country, but watch out for the snakes in the grass. They're not too tough, but there are plenty of them. And the outbreaks of sudden weather make spotting foes much harder, too.



After trudging through the wilderness in the rain, the doors to the town of Larvin are a welcome sight indeed.

Something went wrong somewhere, and instead of ending up in chains in Thardan's dungeons, Winwood ends up a free, but totally bewildered man, now fighting to save his life and end Thardan's reign once and for all. All the while, Thardan's henchmen will be doing their diabolical utmost to remove Winwood's head from its rightful place atop his shoulders! OK, so much for the scenario, how does the game itself play?

The game area itself is seen from Winwood's point of view (à la *Dungeon Master* et al), with the obligatory compass directions (forward, turn left/right, step left/right, turn around 180 degrees) enabling Winwood to get from A to B, with additional options appearing should Winwood encounter one of the world's many occupants. Some will actually stop and talk to you (although more often than not the player has to make the first move by instigating a conversation), others will just try and remove you from the picture altogether, so procuring a weapon somewhere along the line is definitely a good move. Some of the 'people' you come across can be coerced into joining the quest, should proper motivation be provided – some may need a touch more motivation than others!

The player can have up to four parties of seven individual characters. Each character has various attributes, including hit points (obviously how many hits a character can take before he/she dies), magepoints (how many spells a mage can cast before they need to rest), strength, stamina, skill, dexterity, intelligence, wisdom, charisma and experience.

While one party of adventurers is in use, however, the other three groups are inactive, and don't get involved in combat or encounters – however, all groups suffer from hunger and tiredness, and must be dealt with accordingly. If one party gains in experience, all the groups profit from it, but if one group commits a crime, such as needlessly slaughtering innocent bystanders, then all the parties will be tarred with the same brush! Simple – I think...

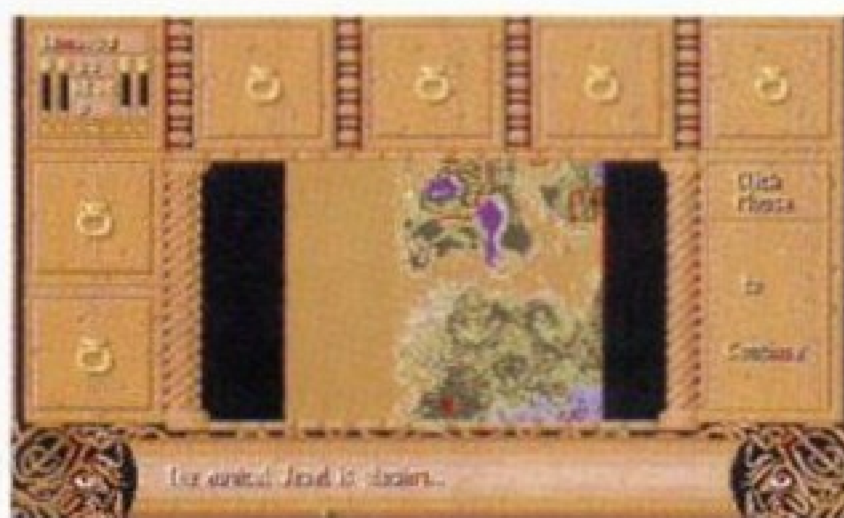
We're on a road to nowhere

Unfortunately, *Fate: Gates of Dawn* is another of those in the category of 'just missed the mark' as far as this style of game is concerned. Graphically, it's all a touch ragged around the edges, compared to the visuals of, say, *Eye of the Beholder* (which doesn't help the overall atmosphere of the game), and the myriad of characters the player comes across during the course of play are poorly drawn and somewhat deformed. Sonics are somewhat limited, depending on how much memory the machine you're running the game on has – a bog-standard A500 will remain almost silent for the vast majority of time, but an upgraded

machine will blast out the odd sample here or there, but nothing too impressive.

The main problem with *Fate: Gates of Dawn* lies in the playability – it's all too frustrating to get anywhere from scratch. this is because mapping the massive wooded area where Winwood starts from is nigh-on impossible. Also, the options presented upon an encounter seem to be copious enough, but most of them are particularly ineffective at getting the results you want.

The overall control of the characters is sluggish at the best of times, and when you're confronted with half-a-dozen slavering beasties determined on turning you into something resembling a large doner kebab (with chilli sauce), the game doesn't react to player choices quickly enough to be of much use.

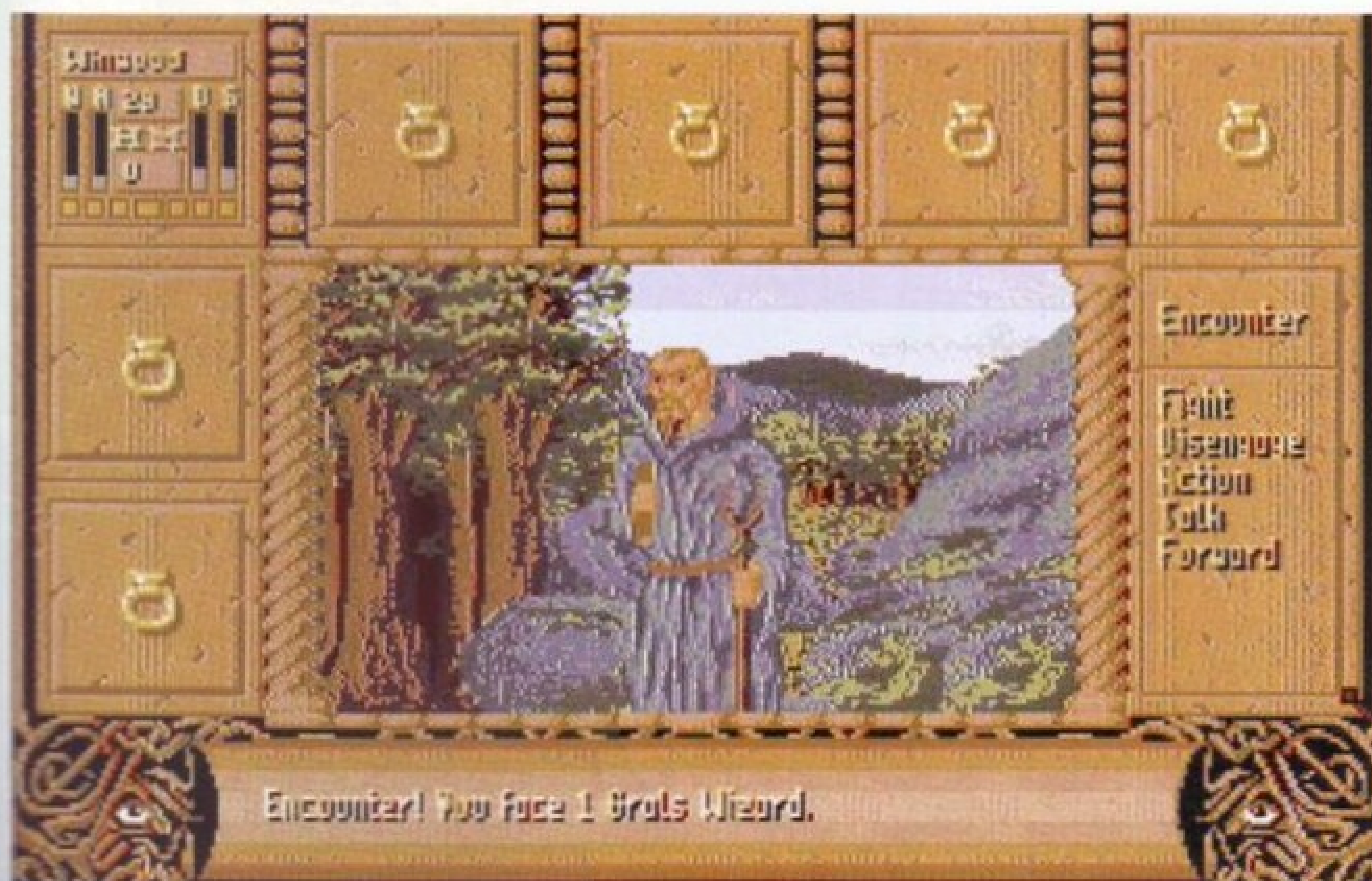


If you're truly lost, there's one thing that might help you. At the start of the quest, you're given a magic jewel which can be used to display a map of the area. Use it sparingly though, because it's a one-shot affair.

"You're confronted with slavering beasties determined on turning you into a large doner kebab."

Now, if you're under the impression that I don't like this game very much, you wouldn't be far wrong. Not that it's a total failure – far from it, but it's just that when you compare this to the ageing *Dungeon Master* and *Eye of the Beholder*, *Fate: Gates of Dawn* just doesn't have the brass balls to join the same league as the aforementioned classics. In all honesty, you'd be better off leaving this on the shelf, and saving your money for *Legend of Darkmoon*: a far more classier and entertaining product. Nice try, reLine, but no cigar.

Robert Swan



On your travels you meet many unassuming characters like this wizard, who look tame, but are as hard as nails. Moments after this, the wiz launched the equivalent of a large-scale pocket nuclear attack on our party, with disastrous results.

Fate: Gates of Dawn
reLine ■ £25.99

- **Poor graphics limit the atmosphere considerably.**
- **Too much disk-swapping for machines with limited memory.**
- **Sluggish control and ineffective options create a feeling of annoyance, rather than wonderment and awe.**
- **Party-switching is a nice idea, but rather too confusing.**
- **Not one of the best fantasy role-playing games around, considering the price.**



77%

directory

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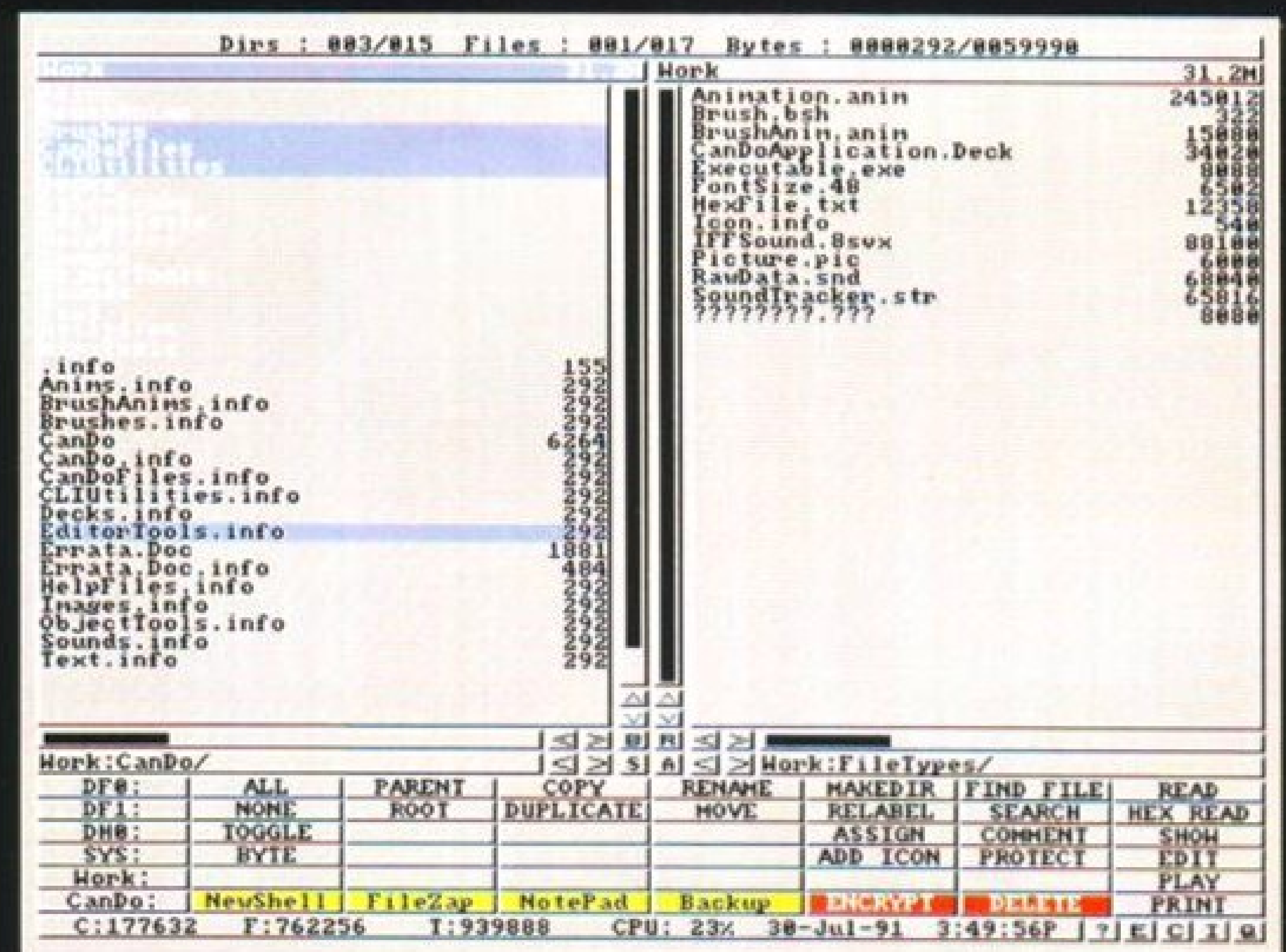
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The Godfather

It's one of the hardest things in the world to do, you know. Turning a great movie into a classic computer game. For starters, you need plenty of atmosphere from the original film, and the *Godfather*'s got plenty of scintillating sound effects and soundtrack-style music. You also need plenty of stunning scenes that capture the magic of the movie-screen, and again, *The Godfather* uses plenty of clever camera work to show off its gorgeous multi-screen backdrops.

But perhaps the most important thing about all movie tie-ins is that they should remember that they're still a *game* and, as such, they should be playable and entertaining. Entertaining it may be, but playable is not the word to describe it. Sadly, *The Godfather* is about as playable as its creators' earlier effort, *ESWAT*, and only marginally better animated. Consequently, the stunning effects are totally wasted, because you spend most of your time cursing the pernickety, yet clumsy action.

Level after level of beautifully drawn backdrops, ranging from New York and Las Vegas street scenes, to barber shops, casinos and bars, scroll gently past your eyes. Laid over the top, about as subtly as a Comic-Relief nose on the Mona Lisa, are the sprites which trundle about the screen like a set of Captain Pugwash characters.

Actually making your Corleone alter-ego aim his gun and walk around is even more difficult than you might first think. Lining yourself up with the multitudes of hit-men that appear is a tedious and frustrating task. If they can fire in more than eight directions, why can't you? S'not fair! You'll be lucky if you even make it off the first level, and there are no less than six disks (full of even more beautiful backdrops and tunes) in the package.

It's a pity that US Gold have failed, yet again, to make something of their high-profile movie licences and produced another barely average shoot-em-up. To make poor quality action games is bad enough – but to ruin perfectly excellent music and graphics while doing so, is unforgivable. Surely the gameplay comes *first?* Better watch out for the Dons, US Gold – they may want a word with you.



No, it's not a scene from Oliver Stone's *JFK*, but it might as well be. The chap in the light raincoat is your typical Mafia hood, out to change the colour of the pavement with your vital fluids. Meanwhile, from the grassy knoll opposite, another hitman eyes you up along the barrel of his gun.



As a prelude to *The Godfather*'s predictable shoot-em-up action, there's a long, beautifully-presented intro sequence. It features some massive backdrops, all parallaxing, and music that'd make you think you were in the cinema.

The Godfather
US Gold ■ £30.99

- Awesome graphic backdrops really give the whole thing a cinematic feel.
- Moody, Sicilian-style music adds plenty of flavour to the in-between scenes.
- Poor gameplay makes it very frustrating.

AMIGA FORMAT Verdict **46%**



Leander

More of the same from Psygnosis – the playable but unoriginal platform game that is *Leander*.

Psygnosis ■ £25.99

A mythical tale of Oriental mis-deeds and epic dragon-slaying battles, *Leander* is just what we've come to expect from Psygnosis. An almost feature-length intro sequence, with graphics and sounds to match, sets the scene for what is, essentially, yet another platform-game.

Leander is well-polished: fluid character animation, coupled with easy controls and a gallery full of classy graphics. But it's as derivative as they come – if you've seen *Strider*, then you know the story already.

However, what *Leander* lacks in originality, it more than makes up for in gameplay. It may be a bit of a 'pattern-learning' experience, but it's one you can get your teeth into straightaway, getting better with every go. And on your way you'll meet some stunning sprites – both friendly and dangerous – set against huge backdrops that carry on the Roger Dean-style tradition that Psygnosis are renowned for.

If you're looking for a bit of sparkle, and you're not bothered about going over the same ground a few times, *Leander* is definitely a platform game worth leaping for.

AMIGA FORMAT Verdict **78%**



Red Baron

There's a huge choice of viewpoints in *Red Baron*, but they're all very slow.

Dynamix/Sierra ■ £34.99

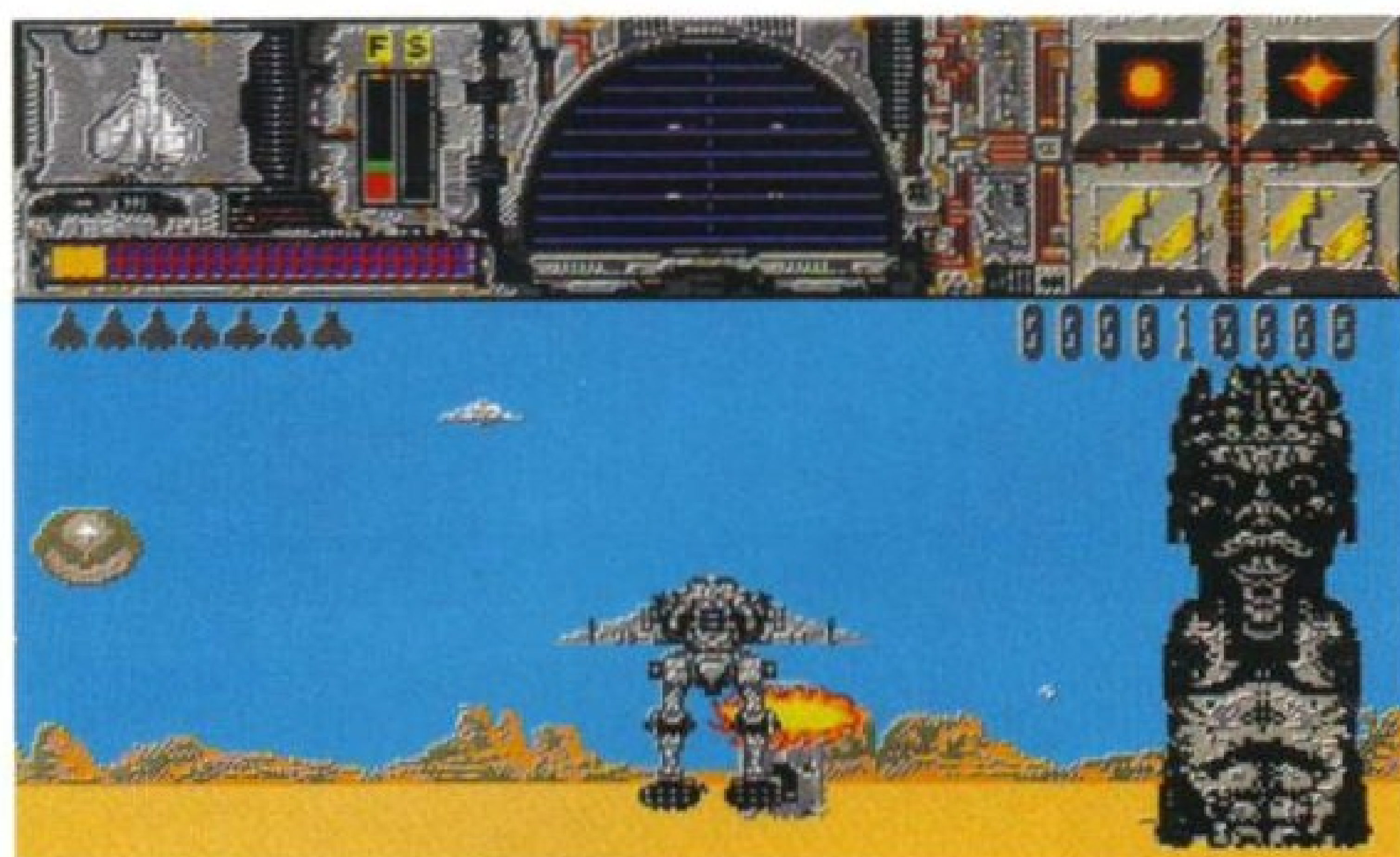
Those magnificent men and their flight sims, eh? They go up-tiddly-up-up with every new launch – and the quality goes down-diddly-down, down. *Red Baron* is Dynamix's latest airborne effort, and unfortunately it's about as airworthy as an Airbus running Spectrum software.

The lush package – another huge block of equatorial rain-forest – contains absolutely everything you ever wanted to know about the First World War, the Baron von Richthoven, and how to make a canvas-coated balsa aeroplane go loopety-loop. But it doesn't explain why on earth (or indeed above it) *Red Baron* is so tediously SLOW.

Fair enough, with complex 3D graphics, you can't expect frame-updates in real-time. But with *Red Baron*, you practically have to make an appointment to see each screen – and that's with the lowest level of detail selected.

It's a shame, but for all its presentation, *Red Baron* is a dog. Unless you've got an accelerated Amiga, you'll be screaming at the screen, demanding to know why you can't do anything.

AMIGA FORMAT Verdict **39%**



Thunder Burner

If you've got money to burn and you need a laugh, *Thunder Burner* will make you scream.

Loriciel ■ £19.99

What do you get if you cross *Afterburner* with *Thunderblade*? Look no further, because it's all here. *Thunder Burner* takes the forward-scrolling, into-the-screen system that both these old chestnuts used, and mixes it with a bit of *Space Harrier*, just to rub salt in the wound. Hackneyed, unoriginal, and totally boring.

Such harsh words are reserved only for the very worst games – so what does *Thunder Burner* do that makes it so bad? Well, for starters, the unappealing graphics are blocky, poorly animated and thoroughly second-rate. Then there's the action – 12 levels of continuous, utterly predictable forward motion, accompanied by the occasional dodge and blast. And guess what? Between each level there's a tough end-of-level guardian – wow! Now there's an exciting new idea.

Probably the most dreadful shoot-em-up ever.

Verdict 22%



Falling Jewels

Take a famous Russian game, add a few backdrops and you have *Falling Jewels*. Snore...

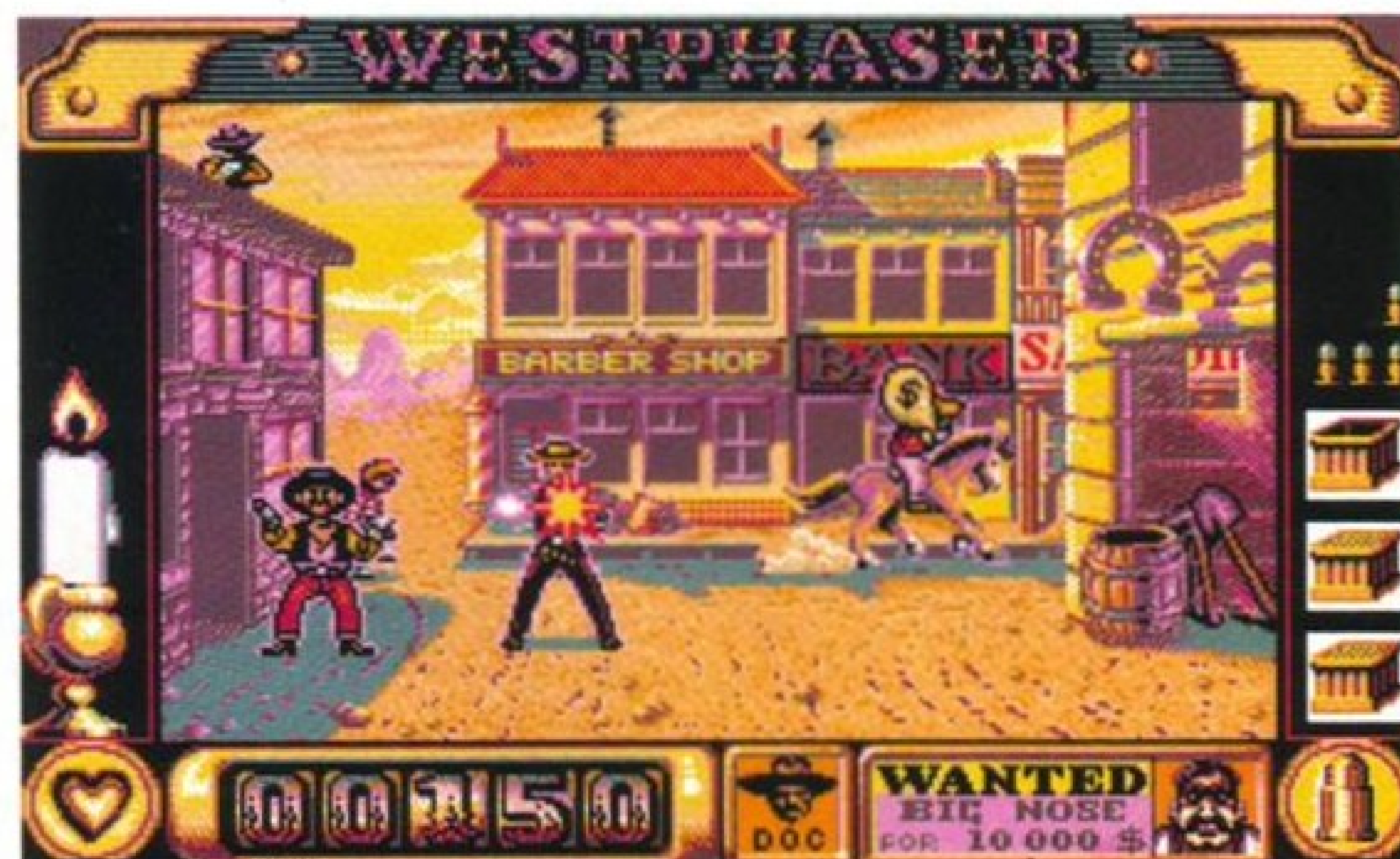
Soft and Easy ■ £25

An odd 'un, this, and no mistake. *Falling Jewels* is very nearly totally awful, but strangely addictive too. It's basically a rip-off of the now-ancient *Tetris* theme, but it captures the original's zest and flavour. If you can stand the intro-screens, which would make even a total newcomer to computer graphics wince, there's actually a very absorbing game inside.

It's the usual story: objects appear at the top of the screen and are dropped to the bottom. Your job is to stack up the jewels – make a line of three or more and they disappear, leaving you more space for the next lot. Fluff it, and the game ends.

For all its amateurish beginnings, *Falling Jewels* actually improves the more you play it. As the levels go by, the pictures get better and become rather tasteful scenes. It's just a shame they've been buried under so much initial clutter.

Verdict 38%



Steve McQueen

Four million quid to the first person who can positively identify Steve McQueen in this game.

Loriciel ■ £26.99

If you're looking for a movie tie-in with the great cowboy himself, forget it. This game pays as much homage to Steve McQueen as *Populous* did to Esther Rantzen. There's a small biography inside the manual, complete with a variety of highly interesting but irrelevant photos of the great Western star – but that's it.

The game is a rather poor attempt at an *Operation Wolf*-style shoot-em-up, in which hordes of Stetson-hatted weirdos pop up and shoot at you. Using the mouse, or your (separately-purchased) Trojan lightphaser, you aim and return fire as often as you can. Crap graphics come and go in the form of an endless procession of unfunny cartoon characters – girls in bikinis, Mexicans in sombreros and fat sheriffs in barrels – all tediously unfulfilling stuff.

If you want all the fun of the fair – including the duck shoot – go to the bloomin' fair. As Steve himself might say: "Fer crying out loud, kid. Yer darn money's too good to waste on doggone pap like this. Now git, afore I run ya outta town".

Verdict 26%



Golden Eagle

It's hardly *Another World*, but *Golden Eagle* is still entertaining and good fun for a few hours.

Loriciel ■ £28.99

Another offering from the French software publishers, *Golden Eagle* is markedly better than their other attempts at entertainment. An *Impossible Mission* clone, this epic adventure also has you running about all over a giant underground base. You're searching for the various parts of a Golden Eagle, which has a brainwashing effect over the local population. If you can gather them all, you may just save everyone.

Featuring some atmospheric and mood-enhancing music, plus reasonable animation and gameplay, *Golden Eagle* is a fair game. Its themes have all been done to death a thousand times before, but it's still a well-polished piece of software.

A nice touch is the do-it-yourself map which accompanies the disk and manual. This rather neat invention is simply a large piece of paper with the layout of the base drawn onto it. To indicate where you've been and what you've found, there are two sheets of stickers included, which you fix onto the map as you go, so you don't blow the whole plot at once. Fun, and reasonably exciting too, but don't lie awake at night wishing for it.

Verdict 59%



Cheap 'n' Cheerful

Welcome to the cheap seats... but don't worry, our new budget game section won't impair your view of the game's performance. So let us be your guide to what are the bargains in the basement, but if it's not worth the reduced cost, we'll spell it out for you...



Greg 'the Bear' Norman tees off in fine style at the Patchwork Quilt Open. With his unerring eye he aims at the pin not quite visible in this picture though.

Ultimate Golf

GBH ■ £9.99

Described in **Amiga Format** 12 as "the most intriguing golf simulation since *Leaderboard*, Gremlin's *Ultimate Golf* is still stylish and fun to play. Every aspect you can think of is covered, even down to the amount of spin you put on the ball.

Maybe the graphics look a little older, but they're still quick, pleasing to the eye and present you with all the information you need to know. The only thing wrong with it is the sound. The simulated effects of balls dropping into holes and clubs swooshing through the air are pretty dire. Tweak the volume down (the simplest answer) and you can enjoy what is still a damn good game.

Plenty of options make it flexible, and you'll need a bit of skill to become proficient. The courses are littered with tough obstacles and fiendish putting greens too, so you're virtually guaranteed of a frustrating and addictive time.





"It's my helicopter! I saw it first! I'll fight you for it!" Billy and Jimmy get all possessive about their chopper and violence soon ensues.

Double Dragon II

Tronix ■ £9.99

This should really be sub-titled 'Billy and Jimmy break heads' because that's what it's about. The plot is a load of nonsense about kidnappings and vengeance, but really what matters is that you (and a friend, if you want) wander from left to right, punching, kicking, maiming and puree-ing anyone foolish enough not to get out of the way quickly.

Adding to the unbearable excitement is your ability to collect weapons such as maces, oil drums and crates to throw at your co-fighters.

Double Dragon II is a pretty good beat-em-up. It's got everything you need, a tune which plays on jauntily while the violence continues, unabated. Of course it's looking its age now, but if you haven't got a fighting game and you can't be bothered to fork out £25, this might happily punch its way into your collection.

Only thing is, you might find it all a bit easy (especially in the more fun two-player mode).





The metal-eyed guy is one of the reprobates you've got to track down and terminate. Wait 'til he crosses the street and run him down with your hover-car. That'll take the least effort.

Resolution 101

GBH ■ £7.99

Forget the United Nations for a moment, Resolution 101 is simply a futuristic get-out-of-jail-free card. You're a criminal, you see, who has been given the chance to avoid Old Sparky by going out onto the streets to murder a worse criminal than yourself. It's a bad situation to be in.

Along with your licence to kill, you've been given a posh hover-car thing and the addresses of four drug barons in the city. Off you go, and the scene is set for a 3D chase-em-up around the city.

It's fast and very good-looking (especially when it was out first time), and if you're into 3D auto-geddon type destruction, it's got to be worth considering now. The only criticism is that it could do with more variety. The plot's strong and the graphics are atmospheric, but ultimately it's the same every time you play (and what's more, whenever you die, you start right back at the beginning of your current level, even if you've nearly finished it).





That's a vertical view of your good self – a reconstituted droid with an all-encompassing mission to destroy anything that bleeps, scrolls or is made of pixels. Sounds clear enough eh? So get blasting away.

Rotox

Action Sixteen ■ £9.99

Back we go to the 22nd Century once more. This time you play a rebuilt droidy-type person with the brain of a ZX81 and the armament of an A10. But that isn't important. What matters is that you're looking down on your little mutant form as he blasts away at everything in sight. And what's more there are 10 levels (each made up of nine sectors) of this.

As you wander from sector to sector, indiscriminately killing, you become aware of two things. One: the graphics are pretty good (but not great) and two, the sound effects are poor. As well as the violence, you'll also be faced with a few puzzles. Moving between the later sectors isn't easy. There are thinner walkways to get past as well sliding, revolving and vanishing platforms. To balance it all up, you can get hold of some impressive weaponry on later levels. Jetpacks, missile launchers, dibbers, it's all here. Overall, *Rotox* is a good mix of shooting and puzzling. It's a big and challenging game.





Bump those vehicles! *Jupiter's Masterdrive* is set in a weird French future, but it doesn't matter. All you've got to do is drive better than anyone else and win. A bit like the M25, really.

Jupiter's Masterdrive

Action Sixteen ■ £7.99

Forget plot; forget any scene-setting. *Jupiter's Masterdrive* is an unashamed racing game in the manner of *Supersprint* or, more accurately, the old coin-op *Hot Rod*.

You view your vehicle from above, and it stays central in the screen whilst the track and other competitors whizz round it at all angles.

As well as racing round, you can pick up weapons and armour to start gaining unfair advantages over your foe (human and computer). *JM* is fast, smooth, tense and exciting. At this price it's a real steal.

Verdict 87%



The characters you meet in Mystical are designed to have you rolling with mirth in front of your Amiga. And it's true. Some are indeed slightly humourous.

Mystical

Action Sixteen ■ £9.99

Owing to some unimportant silliness, you find yourself trekking through four levels of nasties in search of spells, scrolls and potions for your annoyed master. The game is played from top view and you wander along meeting, greeting and beating way-farers you come across. Using the power you're accruing, you must destroy harder and harder baddies (a friend may join in too, as a sidekick). A hybrid of a shoot-em-up and an animated adventure quest. Too slow for blasting and too shallow for questing.

Verdict 60%



Manix may look like the study of a disordered mind, but it's actually a bouncy ball game in which you've got to change the colours and patterns. It's very suitable for people with disordered minds, though.

Manix

GBH ■ £7.99

Filbert, a yellow blob, must bounce around the world putting everything back to its correct colour. Fun, huh? It's an isometric 3D affair, with the skill lying in your ability to control his bounces. Objects appear while you're bouncing, which either help or hinder you, and it gets tougher the more squares you bounce correctly on.

Manix has 128 screens, a bouncy (ahem) soundtrack and an exciting two-player option. Sadly, none of these make it the game it should be. It just doesn't have the all-important hook that puzzle games require. Pity, because it's as surreal as a treehouse.

Verdict 63%



Fly over a futuristic planet, meet some strange and wonderful new races and kill them. Boring? Not if you can do it on prime-time TV is isn't.

Thunderstrike

GBH ■ £7.99

Attack of the futuristic gameshows! Yes, you see the rear view of your spacecraft as you pilot it against drone-ships and other assorted nasties. It's an exciting 3D shoot-em-up, controlled by mouse, where you blast around neatly, acquiring the combat skills you'll need on later levels. All this in the pursuit of ratings for the show.

The 3D world sometimes outwits your tracking camera – the graphics aren't quite quick enough to keep up with the action. Sadly, the addictiveness wanes more quickly than it should. It just hasn't got long-term appeal, but it's a fun game. Confusing, isn't it?

Verdict 73%



Our hero clanks his way onto a rickety bridge-like structure to avoid the noisome undead that have really started to plague him in middle age. Luckily he's got an endless supply of throwing-knives to help him dispel them. Phew.

Ghouls 'n' Ghosts

Kixx ■ £7.99

Prepare for a terrifying trip into the realms of the undead. Or, if you prefer, play this horizontal scroller in which you wander along blasting knives (and other weapons as you find them) at ghosts, goblins and vultures.

It's getting on a bit, but it's still fun for the odd blast, and if you persevere through the five levels, you'll gain a lot of satisfaction (because you'll have won). The thing is, Amiga games have progressed so far that you're bound to have similar games with better graphics and sound. It's a classic (because of its age), but you won't be impressed nowadays.

Verdict 54%



Warp those grey cells with Mindbender. The plot accurately mimics real life, with magic laser-beams bouncing off mirrors and onto cauldrons containing spells.

Mindbender

GBH ■ £7.99

Beware – this game will do its best to bend your mind. The idea is that you're a magician of sorts, and you collect the coloured balls (or cauldrons, as the manual calls them). You must hit them with a beam of magic laser energy, bounced off a series of carefully placed mirrors. Once you've hit them all, you will have completed a spell and the magic doors will be opened.

Other objects either get in the way or help you, and the whole thing is just a mad dash to hit all the cauldrons and avoid blasting both yourself and the laser itself.

Verdict 65%

The Magical History Scores

The fullest guide you'll ever find to all the latest games for your Amiga. Use the scores to pick the goodies, but remember if it ain't high, don't buy!

THIS MONTH'S SCORES

Your at-a-glance guide to the runners and riders that passed the post this issue. But will today's high-scorers be tomorrow's chart-toppers?



Game of the Month this issue is the inimitable *Robocop 3* from Ocean. For once a movie licence pays off, thanks to the lads at Digital Image Design, who've managed to create a real masterpiece of a game.Get yourself down to your software shop and grab a copy. You have 20 seconds to comply...

Robocop 3	Ocean	91%
Heart Of China	Sierra	90%
Mercenary 3	Novagen	87%
Kid Gloves 2	Millennium	79%
Leander	Psygnosis	78%
Fate: Gates of Dawn	reLine	77%
WWF Wrestlemania	Ocean	72%
Realms	Virgin	69%
Golden Eagle	Loriciel	59%
Moonstone	Mindscape	59%
The Godfather	US Gold	46%
Red Baron	Dynamix/Sierra	39%
Falling Jewels	Soft and Easy	38%
Steve McQueen	Loriciel	26%
Thunder Burner	Loriciel	22%

ISSUE 30'S SCORES

Two months on, and many of these are still cruising high in the charts. Better snatch 'em up fast before they all go.

Populous 2	Electronic Arts	95%
Formula 1 GP	MicroProse	92%
MicroProse Golf	MicroProse	90%
Populous	Star Performer	89%
Stunt Car Racer	Kixx	89%
Birds of Prey	Electronic Arts	88%
Celtic Legends	UBI Soft	85%
Devious Designs	Image Works	83%
Rugby - The World Cup	Domark	82%
Fuzzball	System 3	80%
Strike Fleet	Electronic Arts	80%
Covert Action	MicroProse	79%
4D Sports Boxing	Mindscape	79%
The Dizzy Collection	Codemasters	78%
Shadow Sorcerer	US Gold	74%
Titanic Blinky	Zeppelin	74%
Air, Land and Sea	Electronic Arts	73%
Supaplex	Dream Factory	73%
Lord of the Rings	Electronic Arts	72%
Deathbringer	Empire	71%
Fort Apache	Impressions	68%
Cisco Heat	Image Works	62%
Amnios	Psygnosis	61%
Hagar the Horrible	Kingsoft	59%
Baby Jo	Loriciel	58%
Robozone	Image Works	52%
Under Pressure	Electronic Zoo	45%
Final Blow	Storm	43%
Wild Wheels	Ocean	41%
Necronom	Linel	23%

LAST MONTH'S SCORES

Here's what was turning heads and rocking boats last month. Most of these should still be around in abundance, but don't leave it too long.

Starglider 2	Mirror Image	88%
Knightmare	Mindscape	85%
Another World	US Gold	82%
Oh No! More Lemmings	Psygnosis	82%
Abandoned Places	Electronic Zoo	80%
Populous World Editor	Electronic Arts	80%
Soccer Stars	Empire	79%
A320 Airbus	Thalion	78%
Barbarian 2	Psygnosis	73%
Bonanza Bros	US Gold	70%
Champions	Krisalis	70%
World Cup Rugby	Audiogenic	68%
Wild West World	US Gold	64%
Smash TV	Ocean	61%
Alien Storm	US Gold	59%
Space 1889	Empire	59%
Tip Off	Anco	50%
Fantastic Voyage	Centaur	49%
Cardiaxx	Electronic Zoo	25%

LAST YEAR'S SCORES

This time last year, there were more Format Golds – does this mean the softies aren't trying hard enough?

Speedball 2	Mirrorsoft	94%
Lemmings	Psygnosis	92%
MiG-29	Domark	90%
Prince of Persia	Domark	88%
Team Suzuki	Gremlin	88%
Hunter	Activision	86%
Obitus	Psygnosis	81%
Turrican 2	Rainbow Arts	80%
World Champ Soccer	Elite	80%
Jupiter's Masterdrive	UBI Soft	79%
Total Recall	Ocean	77%
Zarathrusta	Hewson	71%
Tournament Golf	Elite	70%
Ancient Battles	CCS	69%
Dragon's Lair 2	Readysoft	65%
Exterminator	Audiogenic	64%
NARC	Ocean	63%
Mighty Bomb Jack	Elite	60%
Gazza 2	Empire	51%
Judge Dredd	Virgin	44%

TOP TEN AMIGA BUDGET PRICE CHART

1(8)	**New Zealand Story**	Hit Squad	£7.99
2(3)	**Bubble Bobble**	Hit Squad	£7.99
3(6)	**Lombard RAC Rally**	Hit Squad	£7.99
4(4)	**Scooby Doo**	Hitec Software	£7.99
5(-)	**Batman - The Movie**	Hit Squad	£7.99
6(5)	**Return to Europe**	Anco	£7.99
7(10)	**Chase HQ**	Hit Squad	£7.99
8(-)	**Double Dragon 2**	Tronix	£9.99
9(9)	**Wacky Races**	Hitec Software	£7.99
10(1)	**Shadow of the Beast**	Sizzlers	£7.99

LAST YEAR'S TOP TEN FULL PRICE CHART

1	**Teenage M H Turtles**	Mirrorsoft
2	**Powermonger**	Electronic Arts
3	**Robocop 2**	Ocean
4	**F-19 Stealth Fighter**	MicroProse
5	**Lotus Turbo Challenge**	Gremlin Graphics
6	**Hollywood Collection**	Ocean
7	**Toyota Celica Rally**	Gremlin Graphics
8	**SCI**	Ocean
9	**Indy 500**	Electronic Arts
10	**Power Pack**	Beau Jolly

THE TOP 30 AMIGA FULL PRICE CHART

1(1)	■	**WWF Wrestlemania**	Ocean	£25.99	72%
2(-)	New	**Populous 2**	Electronic Arts	£29.99	FG95%
3(-)	New	**Birds of Prey**	Electronic Arts	£34.99	88%
4(-)	New	**Robocop 3**	Ocean	£25.99	FG91%
5(4)	▼	**Lotus Turbo Challenge 2**	Gremlin Graphics	£25.99	89%
6(3)	▼	**James Pond 2 - Robocod**	Millennium	£25.99	FG91%
7(7)	■	**Jimmy White's Whirlwind Snooker**	Virgin	29.99	FG91%
8(22)	▲	**Leander**	Psygnosis	£25.99	THIS ISSUE
9(2)	▼	**Heimdall**	Core Design	£34.99	88%
10(5)	▼	**The Simpsons**	Ocean	£25.99	81%
11(23)	▲	**Oh No! More Lemmings**	Psygnosis	£19.99	82%
12(-)	New	**Dizzy Collection**	Code Masters	£24.99	Comp
13(6)	▼	**Alien Breed**	Team 17	£24.99	74%
14(9)	▼	**Terminator 2**	Ocean	£25.99	60%
15(21)	▲	**MicroProse Golf**	MicroProse	£34.99	FG90%
16(25)	▲	**Manchester United Europe**	Krisalis	£25.99	80%
17(14)	▼	**PGA Tour Golf**	Electronic Arts	£25.99	FG90%
18(10)	▼	**First Samurai**	Mirrorsoft	£30.99	FG91%
19(-)	New	**Powermonger Data Disk**	Electronic Arts	£14.99	86%
20(8)	▼	**Mega-lo-Mania**	Mirrorsoft	£30.99	FG90%
21(18)	▼	**Board Genius**	Beau Jolly	£29.99	Comp
22(-)	New	**Soccer Stars Compilation**	Empire	£25.99	Comp
23(-)	New	**Football Crazy Challenge**	Anco	£25.99	Comp
24(-)	New	**The Godfather**	US Gold	£30.99	THIS ISSUE
25(-)	New	**Knightmare**	Mindscape	£30.99	85%
26(28)	▲	**Battle Isle**	UBI Soft	£30.99	FG90%
27(-)	New	**Tip Off**	Anco	£25.99	50%
28(20)	▼	**Fun School 4 (7-11)**	Europress Software	£24.99	Education
29(-)	New	**4-Wheel Drive Compilation**	Gremlin Graphics	£29.99	Comp
30(13)	▼	**Final Fight**	US Gold	£25.99	60%

Chart Chatter

Christmas came, the goose got fat, and Ocean managed to hold the charts in a half-nelson with *WWF Wrestlemania* the whole time. How do they do it? Check out the review on Page 66 to see whether we thought it deserved the Golden Jockstrap or a public warning.



Come here, young Populean. The top of the chart eludes me – and I want a word with you...

Electronic Arts drop-kicked *Heimdall* and *James Pond 2* out of contention with *Populous 2* and *Birds of Prey* – that's two years in a row that the Artful dodgers have wrangled themselves into the almost-made-it category. Maybe next year, eh?



Resting overnight at the mid-chart motel you'll find the Bakelite Bill, waiting for his chance.

But Ocean's tag-team includes the inimitable *Robocop 3* – and it looks like they're coming at EA from all sides. Let's face it – who'd like to be stuck in between the Hulkster and the Detroit Dude? P'raps EA can make a getaway in the waiting Lotus Esprit, where James Pond is sitting with this foot on the throttle and the gearshift in reverse.



Destined to spend the rest of the year at the back of the cue? *Jimmy White* ain't budging!

In the back room, you'll find a more sedate sport. Jimmy White's game of snooker hasn't moved since last month – and you can't get much more sedate than standing still. Maybe he'll start moving when he sees the approaching *Leander* – stampeding Japanese swordsmen tend to have that effect on people, especially when they're busy clambering all over Norse gods on their way to the top.



He's been high, but he's about to drop! Bart gets his come-uppance on the way down.

But surprise of surprises, who's living at Number 10 this month? None other than the misfit family of the century (no, not the Majors), the Simpsons. But hey! Don't have a cow, man. Things can go up as well as down – just ask Norman Lamont. (*Who he? – Ed.*) Don't bank on it though!

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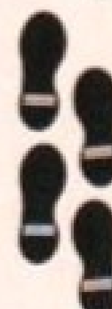
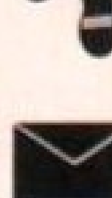
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Game Busters

Once more unto the screen, dear friends! What do you mean, you're scared? You can't beat Another World or Lemmings? Let **Maff Evans'** mighty blade free you from your demonic troubles in these overdramatised pages of maps, tips and game hints.

THE LUCKY BEGGARS

Seeing as most of this issue's Gamebusters is taken up by the *Another World* solution (written by dear old Maff himself), there are no big prize winners this time around. However, there are still a couple of £25 vouchers winging their way out to the lucky Helping Hand winners. And those two chaps are Phillip Milward and Guy Badman. Well done.

If you've got some hints, cheats, maps or solutions, then why not send them in to us at **GAMEBUSTERS, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW**. You could win yourself a mail-order voucher. *Deluxe Paint* maps on disk are appreciated, but we can't promise to return any disks – the time taken up by this alone would be massive!

We're still getting people who are asking for personal replies on tips – and sometimes even photocopies of solutions and maps! Well we're very sorry, but we just can't deal with enquiries like this – we just haven't got the time. If you want any extensive tips, then it may be worth checking out the *Screenplay* books (turn to Page 101). Oh and one last point. We also can't handle any tips over the phone, so PLEASE could you send any hints or queies to us by post ONLY! Bye for now! Keep bustin'.

ROLLING RONNY



Avoid coming a cropper like this with some Rolling Ronny advice.

This colourful little action game wasn't quite compelling enough to make the top grade in ***Amiga Format***, but it is fun for a while. That is if you can play it. If all those obstacles are too much for you to handle, then try this little cheat.

Start the game as you would normally, then hit C during the gameplay. This should make Ronny immune to gravity. In other words, he will be able to fly!

Guy Hindle,
Sutton Cauldfield, West Midlands

HUDSON HAWK

Seeing as the film of this name didn't fare to well on the old silver screen, it's little wonder that the game conversion failed to take off in huge numbers. Still, if you bought the game and are having trouble breaking through the guards, then try this.

Once the game has loaded, simply type in SCIENCEFICTION. You should now be able to start the mayhem with infinite lives. If that little cheat isn't enough, and the action still gets too hot for you, pressing Del will allow you to skip levels.

Moss Mokio,
Bradford

OH NO! MORE LEMMINGS

Despite having a few flaws, this extension to the original hit puzzle game has still proved very popular. A lot of people have sent in lists of codes, for those of you still having trouble, here they are in all their glory.

Tame

1	No Code
2	IHRTDNCCAD
3	LRTDLCADAO
4	RTDLCILEAH
5	TDLCAITFAP
6	DLCIHVTGAJ
7	LCALVTDHAG
8	CILVTDLIAP
9	CAHRVDLJAR
10	IHRUDLCKAK
11	LRUDLCALAH
12	RUDLCILMAQ
13	UDLCAHVNAJ
14	DLCIHVUOAS
15	LCALVUDPAP
16	CILVUDLQAI
17	CAHRTFLBLL
18	IHRTFLCCBE
19	LRTFLCADBR
20	RTFLCILEBK



Ever seen this level? No? Well you'd better try entering some of the access codes to have a bash at the later puzzle challenges.

	Crazy		Wild		Wicked		Havoc
1	TFLCAHVFBD	1	BCIPULOJCO	1	UGMCCHTNDQ	1	GEHPTGNBFI
2	FLCIHUTGBL	2	IHSUDMCKCO	2	OICKIUWODR	2	MHPTGLGCFP
3	LCCLVTFHBL	3	MQWMKCELCH	3	MCCLWUGPDJ	3	LPTGLGCDFK
4	CILTTGLIBR	4	PUEMCMLMCG	4	CILWUFOQDR	4	RTGNGILEFF
5	CAHRUGLJBF	5	UDMCCHVNCO	5	GCIQTMHBEH	5	TGLGCHWFFP
6	KHRUFLCKBP	6	LICIIUWOCL	6	IHSTDNGCEM	6	FNGIHWTGFH
7	LRUFNCCLBO	7	OCALWUDPCF	7	LPVDLFEDEJ	7	LGCLVTFHFD
8	RUGNCILMBG	8	CILWUEMQCN	8	PVMHGMMEEJ	8	GMMTVGJIFO
9	UFNCAHUNBN	9	CCHSTFMBDR	9	VLHGCHVFEQ	9	GCHRUGLJFP
10	GNCIHWUOBJ	10	IHRTGOCCDK	10	DLGKHTTGER	10	IHRUFNGKFH
11	LCAMTUFPBR	11	LPTGMCGDDJ	11	LGCLUTEHEQ	11	MRWFHFALFQ
12	BKMTUNLQBP	12	STGOCILEDR	12	GIMTVLJIEO	12	RUFNGKLMFP
13	CAIPTEMBCL	13	VOICAHUFDM	13	GEHPUDLJEL	13	UGLGAHVNFF
14	IHRTDOCCCG	14	NKCMIVVGDM	14	MISWMJGKER	14	OHGOIVWOFL
15	LPTDMCCDCR	15	MCCLUTFHDN	15	MPUDLGCLEQ	15	LGCLVUFPFM
16	QTEMCKLECM	16	CIMTTOIIDJ	16	QUMJGIMMEP	16	GKLTUNHQFH
17	TEOCAHWFCH	17	CAHSUFOJDK	17	UMJGGITNEM	17	GAHQTDOBGE
18	DOCIITTGCN	18	IHRUGMCKDR	18	ELGIHUUOEK	18	OHQTDOGCGD
19	ICCLVVLHCR	19	MPUOICALDR	19	HGGLVNMPEE	19	MPTEMGADGJ
20	CKMUVMIICL	20	QUFMCIMMDG	20	GKLVWLJQEK	20	RTEMGKLEGF

This game had some of the best presentation yet seen in an arcade adventure. Judging by the number of solutions sent in, a lot of people have finished it. If, though, you're having trouble adapting to the alien atmosphere, follow this guide.

Another World

Section 1: The Mountains – code EDJI

When you appear after the experiment, you are beneath a lake, so push up to swim to the surface. When you reach the top, walk right onto the next screen before the creature pulls you back into the water. On the next two screens, deadly slugs fall from the ceiling and crawl towards you, so finish them all off with low kicks (the black bug is harmless).

When you reach the end screen, walk right until the black bear/lion/panther or whatever it is appears, at which point you should run like the wind to the left. Keep running as fast as you can until you reach the rock overhang next to a vine. Leap onto the vine in order to escape from the creature. When the vine breaks it will drop you off to the right, run right as fast as possible until you are knocked down. Two strange guards will come on, shoot the lion and then take you prisoner.



That terrifying beast is a bit less of a threat while you are safe on this vine. Don't get too comfortable though, otherwise something nasty is bound to happen.

Section 2: The Prison – code HICI

You will now wake up in a cage with the alien that saved you from the lion-type thing. When the view pulls back, push the joystick left and right in time with the swinging to cause the cage to rock from side to side. Eventually, the rope will break and the cage will fall onto the guard. When your new friend runs away, bend down to pick up the gun then run after him. It may be an idea to take note of the 'USING WEAPONRY' box to find out how the gun works at this point.

Shoot the guard, then follow your friend left. Run back to the right until your mate starts trying to unlock the door. Face left and put up a shield, then keep blasting away at the guards until the door is open. Put up a final shield, then run right. When you are both on the lift, go all the way down to the bottom of the shaft (you could go to the top and look at the view first if you want).

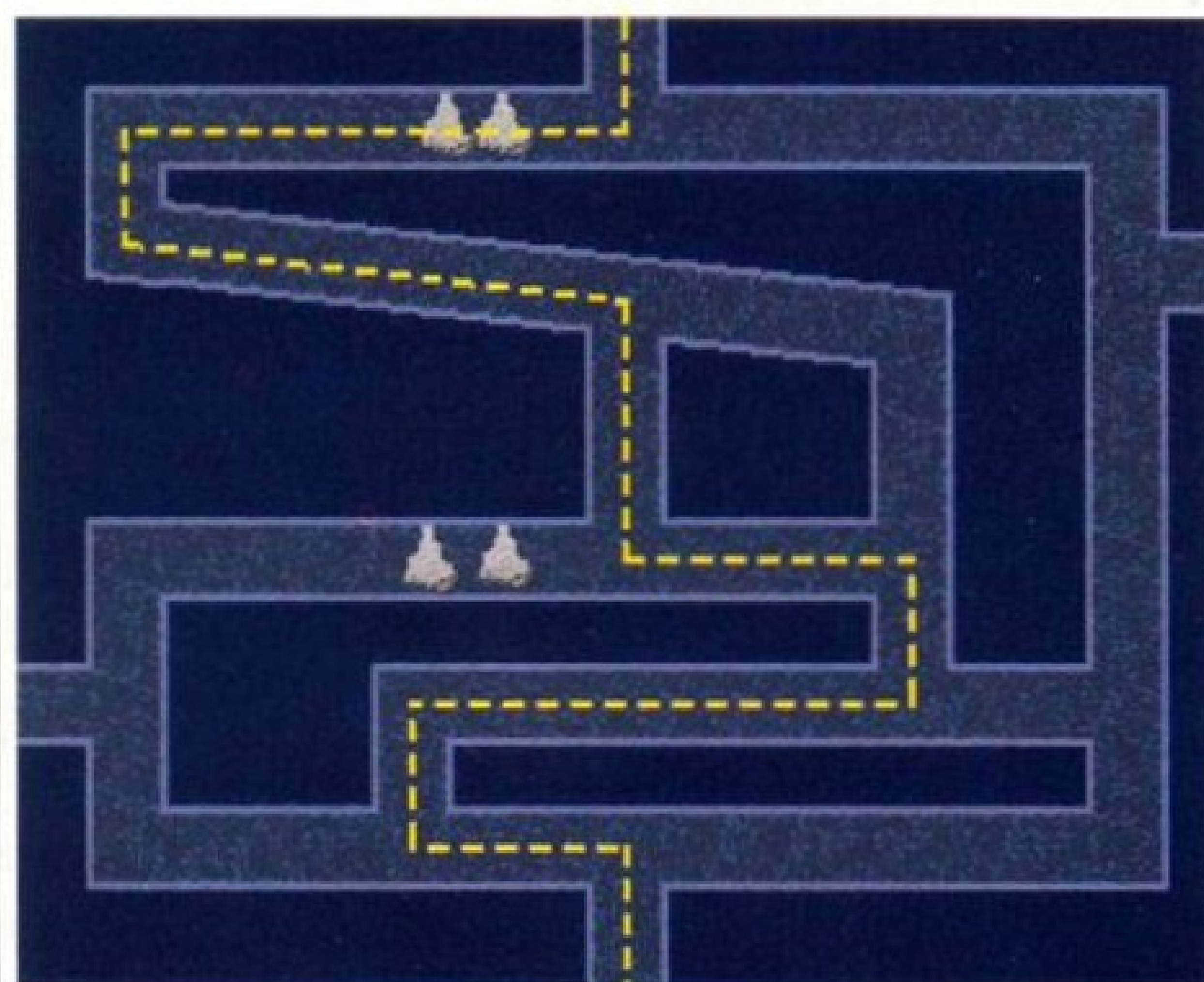


Now that you've got the guards' attention, you need to clout him with the cage to break free.

Go to the left and shoot the power switch on the wall, then go back to the lift. Wait for your friend and go up one floor. Go left and blast the door with a big beam, then drop down through the teleport panel. Walk onto the next screen and wait for your mate. When he appears, go up through the teleport and walk left. When he catches up, your friend will open the sewer, at which point you should drop down and roll off the bottom of the screen. The sewer pipes are dark, with only your immediate vicinity being lit at all, meaning that a nasty fall could occur, so check the SEWER MAP to find the way out.

When you drop into the next corridor, go left into the Gun Charging Room. Go to the right and blast away the three shield doors with big beams. Recharge your gun once more then run to the right. Go through the tunnel towards the daylight, and as soon as you come out of the doorway, blast the guard. Carry on to the right and stop on the very end of the broken bridge. Leap as far as you can to the right to try and land on the ledge below. If you fail and land on the spikes, then you'll have to try and get closer to the edge of the bridge. When you land, blast a hole in the wall on the right and walk into the caves.

SEWER MAP



To find your way through the sewers, roll left and right to the junctions. Follow the yellow route to get through safely.

Section 3: The Caves – code CCAL

Walk right and drop down the shaft, then drop down the next hole on the right. Walk off the right-hand side of the T-shaped rock and continue to the right. Jump off the ledge, OVER the spikes and run halfway onto the next screen. Quickly run a short way back to the left, then judge the timing to get safely past the first rock. Wait until you can rush under the second rockfall, then run onto the next screen until you are hidden behind the big rock.

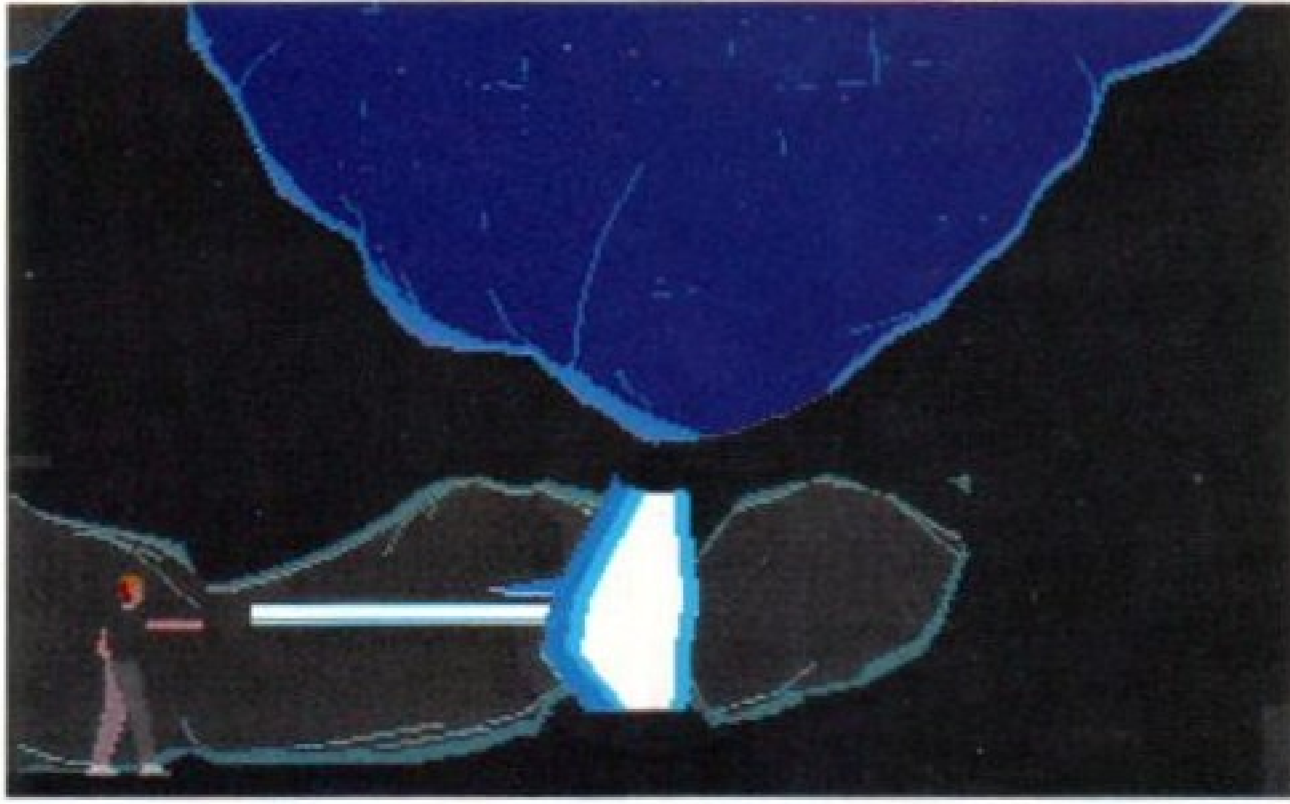
Wait until the next two rocks hit the floor at the same time, then run to the middle of the screen. Watch the timing of the next rock, then run underneath. Remember to look out for the tentacle monster and run left about halfway up the slope. Turn around and get a big beam ready. When the tentacle monster comes back down, blast it into smithereens. Go right, run past the tentacles and jump over the mouths that are in the floor.

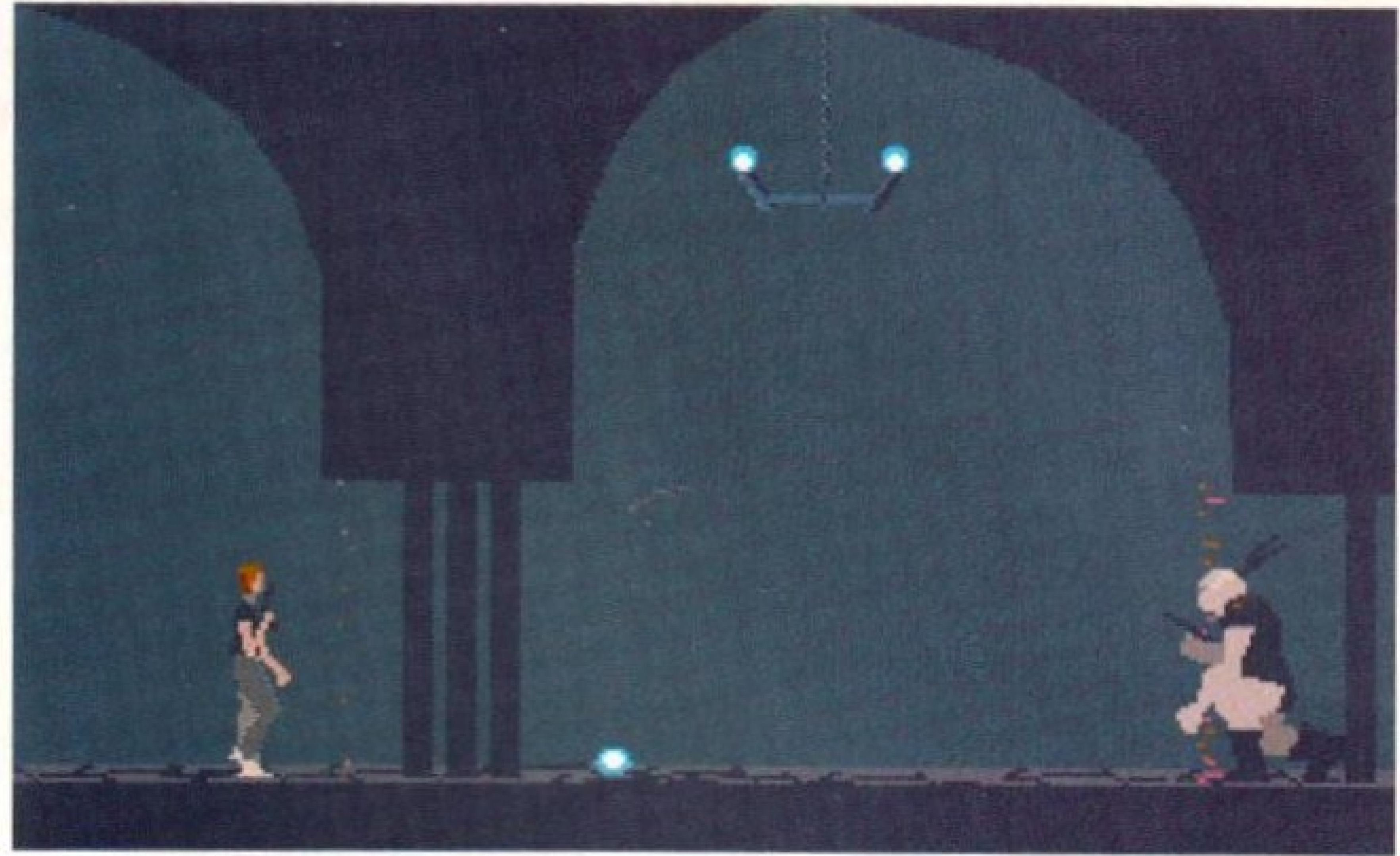
Head to the right, kill all the tentacles with big beams and jump over the mouths. When you reach the shaft, do two small jumps to get past the hole and the mouth, then run right until you reach a wall. Blast the wall away then head back to the left, watching out for mouths and tentacles, until you reach the falling rocks once more. Run up the slope and continue to the top of the slope on the next screen. Turn off to the right and fire at the pterodactyl. He should then wake up and start flying around.

Go left and jump across onto the stalactites. Keep jumping from one to the next until you are on the one next to the tentacle monster. When the pterodactyl is drawn up by the creature, jump across to the remaining stalactites



Stick to the stalactites until that poor pterodactyl gets munched. Better him than you!





This vicious chap launches energy bombs if you try and tackle him with a shield. Close the doors to get his shots to bounce back towards him. That should bring the opposition into line.

and jump off the left-hand side of the screen. You should now be on the top of the T-shaped rock. Run off the left-hand side, then face the right and blow the support away. Run up the slope to the upper cave.

Go to the right, jumping all the holes until you reach a cave with a load of water above. Stand on the far left and blow the supporting rocks away. Quickly run to the left, jumping the holes as you go (tricky) until you are standing on the stone panel to the left. The water should blast you up to safety. Run up the slope to the right and blow the door away, then run right past the waterfall.

The only way to get to the lower caves is to swim for it. But what can you do when there's no water? Try breaking this lot out for a start, but get ready to run for it, otherwise you'll drown.

Section 4: The Temple – code KCIJ

You should now be in a room with a tunnel beneath, where your friend is crawling. Walk down the steps on the next screen and put up a shield. Blast the guard that appears then run right. Jump over the stairwell and continue right until you reach three security doors with a guard behind them. Walk forward but DON'T open the doors! Put up a shield, then take a step towards the doors to open them. As soon as the guard launches a bomb, walk left so that the doors close. The bomb will bounce off the doors and kill the guard. Once he's dead, run to the right and blast the door away.

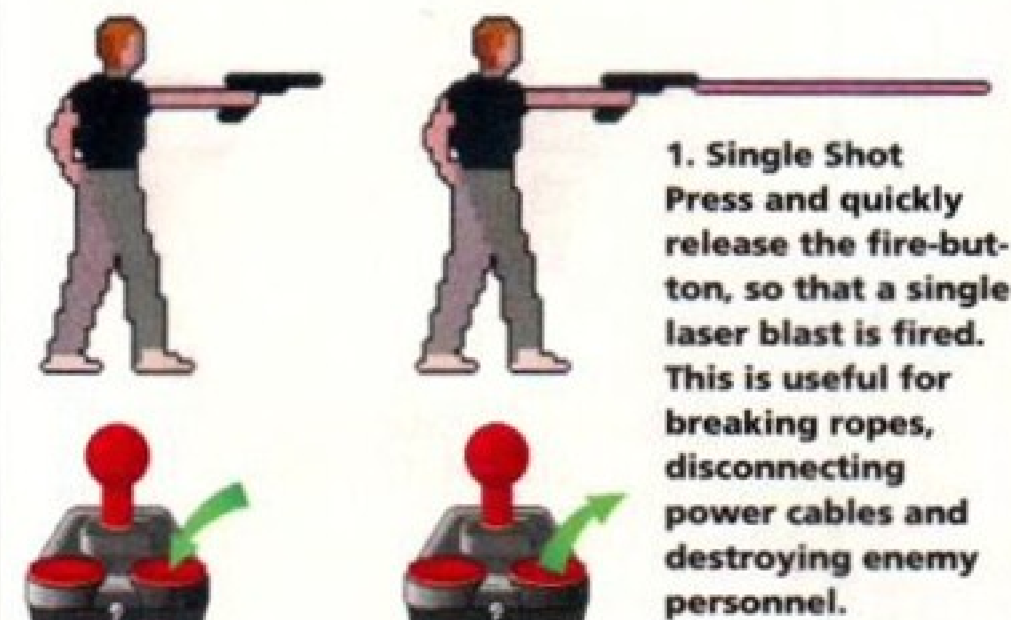
Go right and up through the teleport. Recharge your gun in the chamber, then go back through the teleport and off to the right. Crouch down and wait. Watch the reflection in the glass orb, then wait until the guard has stopped walking and is directly beneath the orb. Shoot the rope from a crouch and listen to make sure that it hits him. If it doesn't, he'll start shooting at you, so go left and re-enter the screen to try again.

Go back to the left and go down the first set of steps. Drop through the teleport and face left. Don't, whatever you do, go right! Put up a shield and kill the guard that appears, then head left until you reach a large chamber with steps on the left. Go to the top of the steps and face right. Shoot the rope so that the lights fall down, then go back to the right.

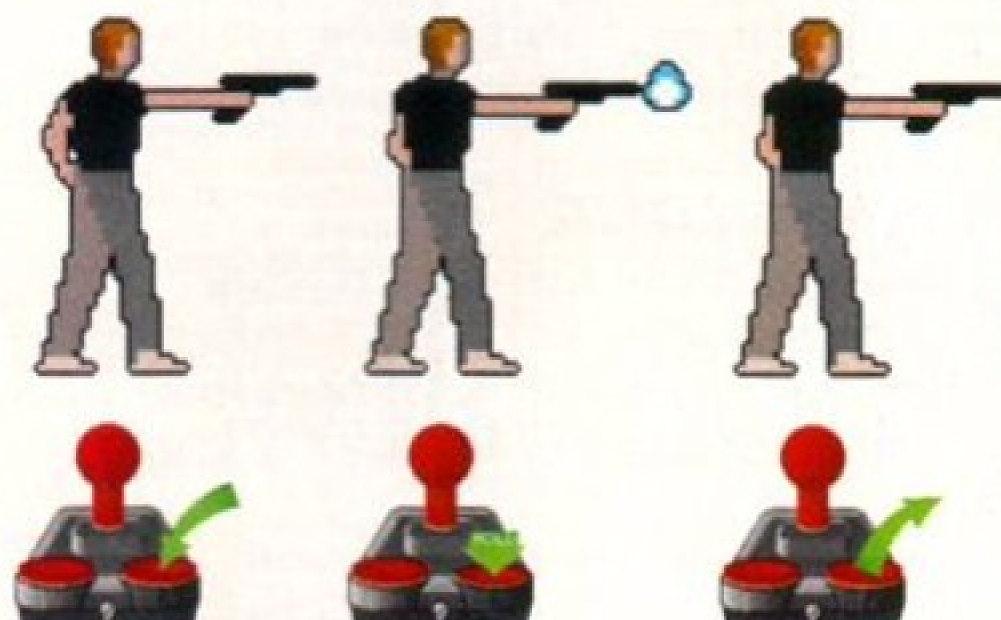
Continued overleaf

ANOTHER DAY, ANOTHER WEAPONS CLASS

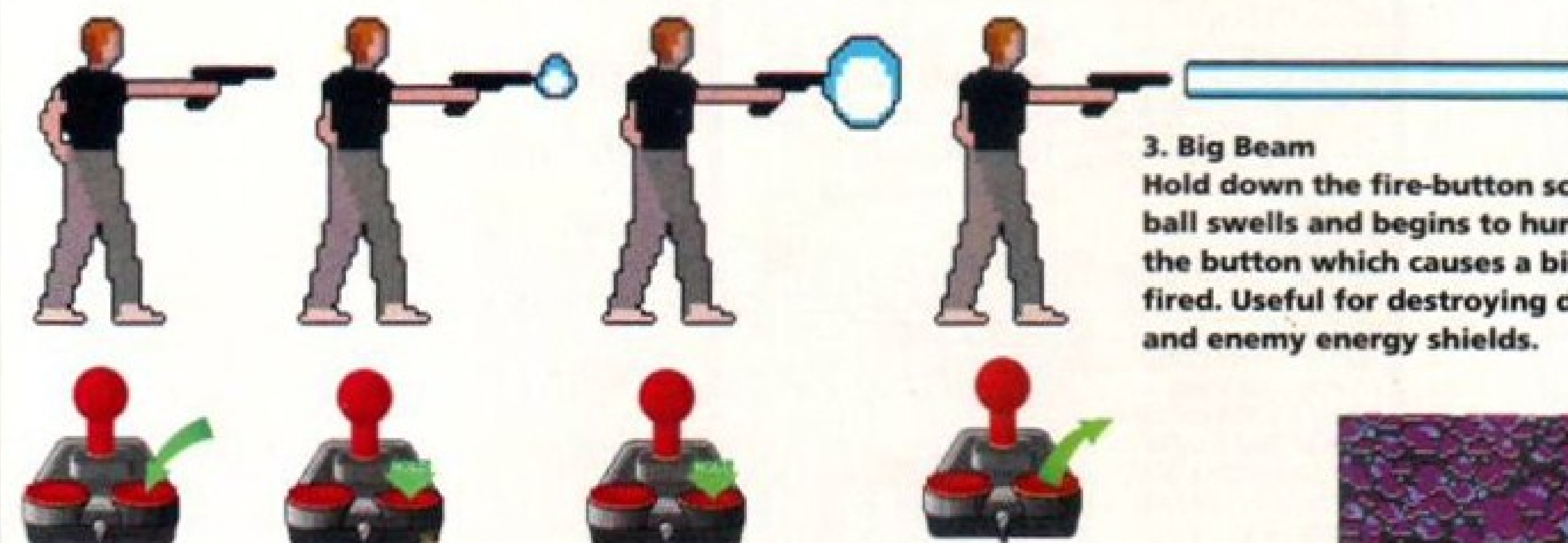
The gun can be used in three main ways:



1. Single Shot
Press and quickly release the fire-button, so that a single laser blast is fired. This is useful for breaking ropes, disconnecting power cables and destroying enemy personnel.



2. Shield Wall
Hold down the fire-button until an energy ball appears, then release the button, this causes a shield to be put up, which will only stop Laser Shots (including your own), allowing guards and bombs to pass on through.



3. Big Beam
Hold down the fire-button so that the energy ball swells and begins to hum, then release the button which causes a big beam to be fired. Useful for destroying doors, some walls and enemy energy shields.



Close Combat
When fighting guards, try to put a shield up before entering combat. You will also, more than likely, be safer if you crouch down while fighting. Enemy guards will tend to use a lot of shields, so master the use of the Big Beam to destroy them. The key is this: crouch down, put up a shield, use a big beam to destroy their sheids and fire a quick volley of laser blasts to finish them off. If your shield begins to thin out when you are still under attack, put up another one quickly.

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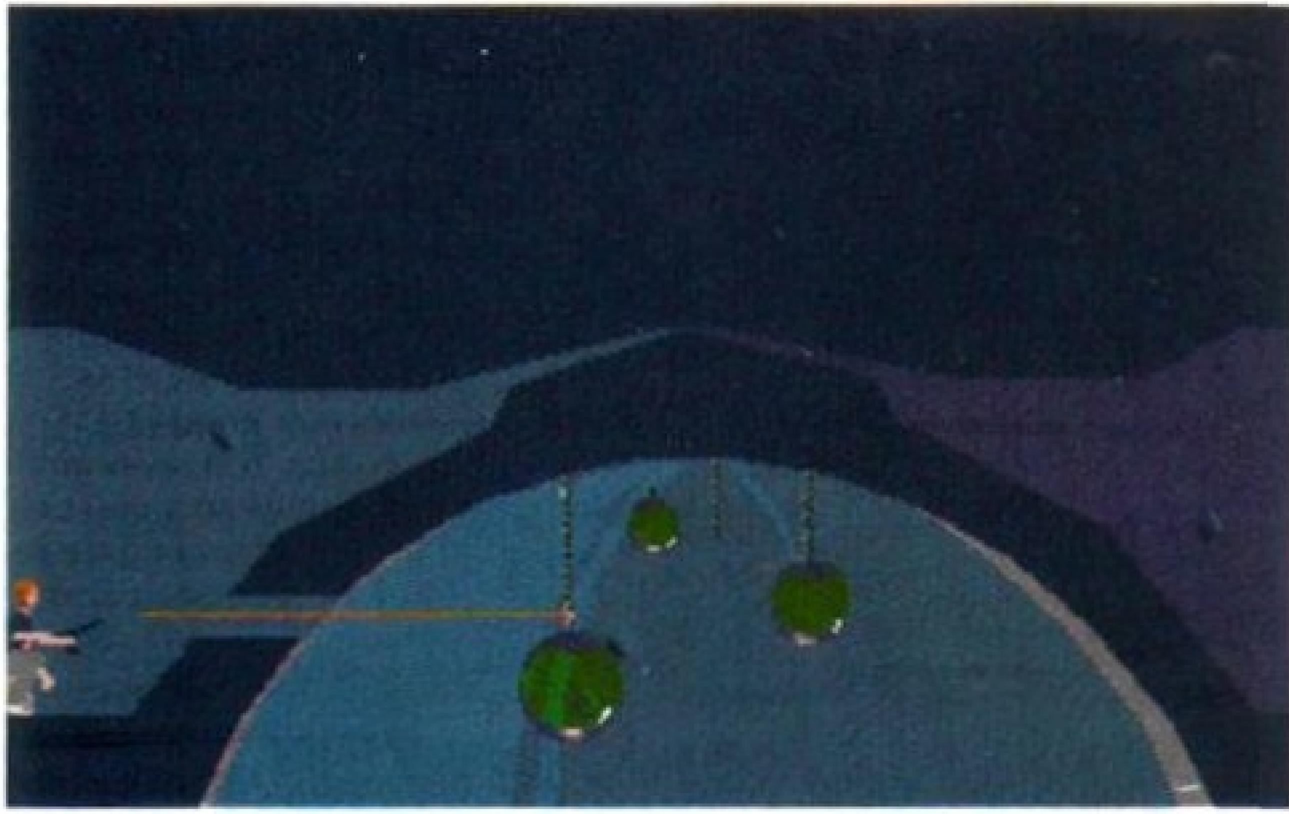
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Continue right under the teleport, at which point a guard will come on and punch you in the face. When he picks you up and starts talking, Push left and press fire. He will then drop you, so run left and pull down to perform a stunt roll and pick up the gun. Keep pulling down and press fire when you get into a crouch to kill the guard.

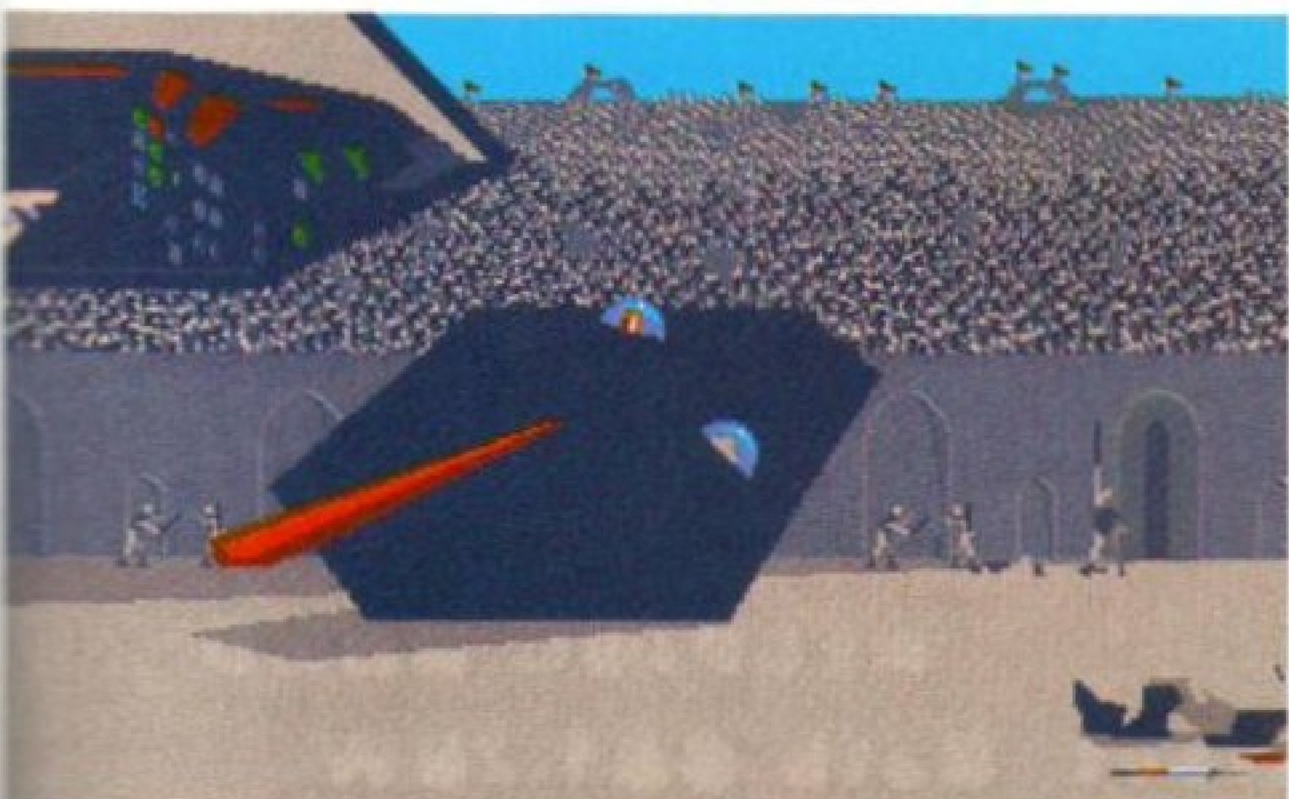
Run onto the next screen until you are in the second archway. Put up a shield to your left then quickly put one up to the right. Blast both the guards (this isn't easy, so be patient), then go right to the pool of water. Swim down to the bottom of the pit and go left into the cave. Keep swimming left until you reach a cave with two shafts above. Swim up the left-hand shaft to get some air, then swim down to the lower shaft into another cave. Climb onto the ledge on the right and shoot the power cable. Now swim back up to the top of the pit where you dived in. Go to the right and climb out of the water.

Go right, past the concussed guard and drop down the shaft. As soon as you hit the floor, face right and blast the door away, then leg it! Keep running through the doors until you reach a dead end. Face left and put up a shield, making sure that it's to the left of the trap-door in the ceiling. Blast the guards that come in and make sure your shield doesn't run out. Eventually, your mate will reach down and grab you, pulling you to safety.

When you are in the upper room, wait for the ceiling to crumble so that the rocks fall on the guards below, then go right into the black tank. After the tank has rolled out into the arena, a window will appear in the top left of the screen. Hit the bottom button to call up more controls, then hit the bottom left button, then the top green button to the left of the red one. The escape pods will then be launched.

A carefully placed shot could give the guard marching below something to think about. Get the timing right, otherwise you'll find yourself under attack.

Get the right key sequence to launch the escape pods from the tank, otherwise you'll get caught up in the wild antics of the gladiator battles.





That shaft of light is pretty deadly, so that guard isn't going to last long standing there. Pretty good job really, since you don't have the strength to put up a fight at this point.

Section 5: The Tower – code LFEK

As soon as the pod has landed and you jump out, run quickly to the right. After you come out of the doorway, put up a shield and kill the four guards that come on, then run to the right. Keep running right, past the window that your friend bursts through, until the ground is blown from beneath you. A guard will catch you and fling you against the wall. After he has kicked you onto the next screen, quickly crawl right by pushing the joystick to the right. Don't touch the fire-button yet! After a struggle, the guard will throw your friend off the ledge, leaving him dangling by his fingertips.

When the guard reaches the middle of the screen, press fire and push right to pull the lever. The guard will then be destroyed. Press fire and right to pull another lever, then quickly crawl to the left. When you reach the shaft of light you will be transported to the roof and pass out with exhaustion. Your friend will then appear and whisk you off to safety on the back of a giant prehistoric bird.

THE CODES

If you just want to have a crack at a later section without using the solution, then try these codes:

Code	Position
EDJI	In the lake
HICI	In the prison
FLLD	In the sewers
LIBC	Next to first recharger
CCAL	In the caves
EDIL	At the end of the caves
FADK	Standing on T-shaped rock
KCIJ	At temple entrance
ICAH	By the pool
FIEI	At pool with powerline down
LALD	At the start of the blast run
LFEK	In the tower baths

SWITCHBLADE II - CHROME GAME

It seems as though the hidden game access code given for this one has proved extremely popular. Quite a few people must have played the sub-game pretty extensively, since we've had a lot of letters listing the access codes for all the levels. For those of you that missed it, here is a run down of the crack.

When the title screen appears, type in LEVEL and the number of the level you want to see to jump straight there. Typing in CHROME will take you into the sub-game. You can then use these codes to access the levels of the secret game:

1	No Code
2	TRUTH
3	JELLY
4	STORY
5	CLOUD
6	MOUSE
7	HUMAN
9	PAPER
10	EARTH
11	SPACE
12	GENAM
13	APPLE
14	JUICE
15	CHESS
16	WORLD
17	AUDIO
18	LOGIC
19	TITLE
20	VENUS



Fly your weird spherical craft across the dangerous landscape in this *Switchblade II* sub-game. If it's too tough then try using the codes.



Helping Hand

The night is dark and the air is filled with the plaintive cries of the lost. What are they saying? 'Haaave youuuu got anyyyy tiiips?' Fear no more, weary traveller! Here is Helping Hand to save the day (Flounce off stage right under hail of rotten tomatoes).

Fish and Chips

Could you please let me know if there is a cheat for infinite lives on *James Pond II Robocod*? This game is annoying me intensely!

Darren Smith,
Potters Bar, Hertfordshire

Annoying you? This wonderful little game? Nah! As for your question about an infinite lives cheat, the simple answer is no. The more complicated answer is that there is a cheat for an infinite shield. This can be accessed in two ways. First, the fun way. Walk along to the right for a little bit, then jump up onto the roof to the left of the castle. There should be five objects there – a cake, a hammer, an earth globe, an apple and a tap. Collect the items in the order listed (their first letters spelling CHEAT) and the shield will be activated.

Alternatively, you could try collecting this sequence of items: lips, ice cream, violin, earth and snowman - spelling out LIVES. This will give you infinite supply of Robocods.

If all that collecting is too much bother for you, just hold down the Control key and hit Return to achieve the same effect. If the shield runs out at any point (by collecting a shield during the game) just press the two keys once more. This cheat will also allow you to access any of the usually locked doors.

Thuffering Thuccotash

I retently purchathed a copy of *Deuteroth* and have played it conthtantly. I have thuctheeded in conquering the tholar thythtem and have thucthethfully thlaughtered all the Methanoidth in thith thector.

I have altho thet up thpathe thtationth in Proxthima I have acquired the hyper-light drive and have dithcovered an alien artifact which my thientiththth can only rethearch to 12 perthent. The Matter Tranthporter and thelf dethtruct thythtemth are gained by thimply docking with a defeated Methanoid bathe and clicking on the icon marked 'Panic'. At thith thtage the Methanoidth thimply keep attacking from elthewhere until I cannot produthe enough fortheth to defend my pothithion. How the thuffering thuccotash do I get onto the nextht thtage.

Sylvester the Cat,
Sunderland, Tyne and Wear

£25 *Honestly, we haven't made this one up! It was really sent to us like this! We're not exactly sure about how to overcome this specific situation, but here is a bit of advice from Phillip Millward in Leicester.*

When you are about to be taken over by a Methanoid fleet, keep to the screen where the picture of an Orbital Factory fills the screen. Advance time until the picture of the factory disappears, then go to the square where the self-destruct mechanism is. Click on the square, activate the self destruct and immediately turn it off. You should find that you have your colony back and no less than 50 IOS drones. Hope that's of some help!



Sweet Surrender

I need help! I'm stuck on the second level of *Bart Simpson Vs The Space Mutants*. I've collected all the goals but I can't get past the sweet platforms. In Gamebusters it said that Bart could create 'a special effect to sail past the obstacle'. That's all very well, but how do you create it? Please tell me!

Lucy Pinkstone,
Pontypool, Gwent

£25 *Help you ask for and help you get! Guy Badman is the first across the line with a solution to this problem. Start the second level and carry on as normal. When you get to the sweet platforms, jump onto the second platform and jump on it three times. It should then turn white and carry you across to the other side of the cement. A hearty voucher is on its way to you, Guy!*

I Carn't Spel

Oh dear! It looks as though I have incurred the wrath of the **Amiga Format** readers by giving Chris Abberton a voucher for his S*hadow of the Beast II* password hint that doesn't seem to work. I have to say, though, that this isn't Chris's fault! I... er... mis-typed the code and printed SUNSTOVE instead of SUNSTONE. My fault! I apologise!

However, this isn't the end of the problem. There are (as it has been pointed out to me by many readers) a number of different passwords. In order to find the right one, follow this advice.

Go to the left of the starting position and kill the gargoyle that is trying to abduct a man. When he is free, ask him about TRAPS, remembering whether he says upper or lower switch. Continue down the chasm and to the left, killing the gargoyle and the man pushing the spiked block (by luring him to the edge of the chasm). Carry on and kill the next gargoyle to get a key. Climb the vine above the see-saw and open the door using the key. To the right you should find a couple of switches, so hit the one the man told you about. Ride the lift and walk across, but don't climb down the vine yet. Jump across, release the beast from the cage and use the switch to go back down on the lift. Go left and use the crane to drop the rock on the other side of the acid, then push it onto the see-saw.

Jump from the vine onto the seesaw, then run across to the lift. Battle with the dragon that you are taken to and knock down the sack. The man freed will then give you the password, which could be one of the following: SUNSTONE, NECROPOLIS, OBERON or ETERNITY. The only way to make sure which of the passwords is valid in that game is to free the man in the sack, so always free him!

Kickback

Back in issue 30 of **Amiga Format**, Tom Hughes from Oxfordshire asked for a hint to help him beat the opponents he was having trouble with in *Full Contact*. Well thank you dear readers, the Helping Hand post bag has been absolutely innundated with answers to this plea for help.

Start the game as normal and while playing press all the letter keys starting with Q, going down the columns and across to the right. Don't hit the S key though! This means that you should hit this sequence: QAZWXEDCRFVTGBYHNUJMIKOLP. Doing this causes your opponent to simply keel over and die. That should make things easier.

Well, that about wraps it up for this month. If you want a bit more complex help than a simple cheat, then why not check out the Screenplay books (Page 101). These two lovingly-created tomes contain hints, cheats, maps and mini-reviews of over 200 games. Get your orders in and you could get all this help in two volumes at a special price. If these two books still can't help you then bung your query in to Helping Hand, and we'll try and help you out.

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at **HELPING HAND *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW**

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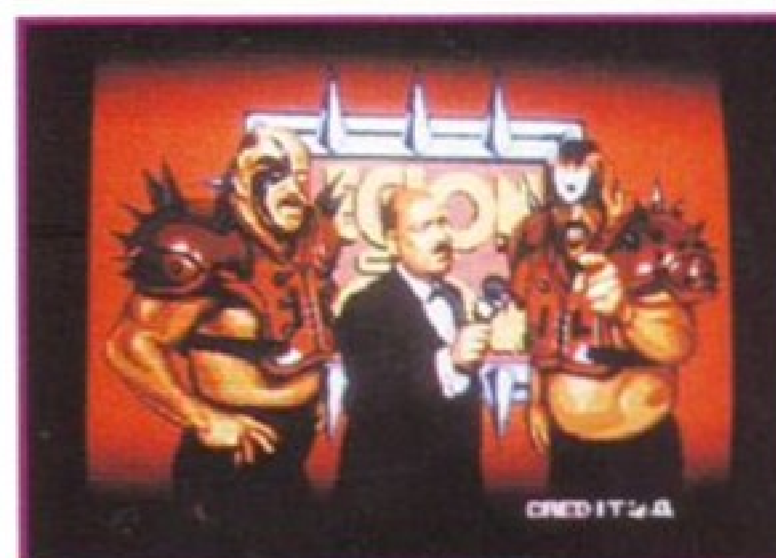
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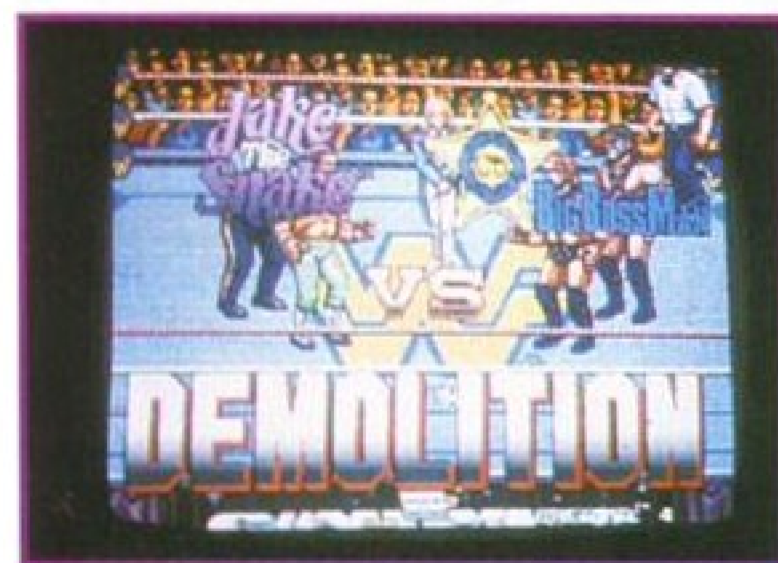
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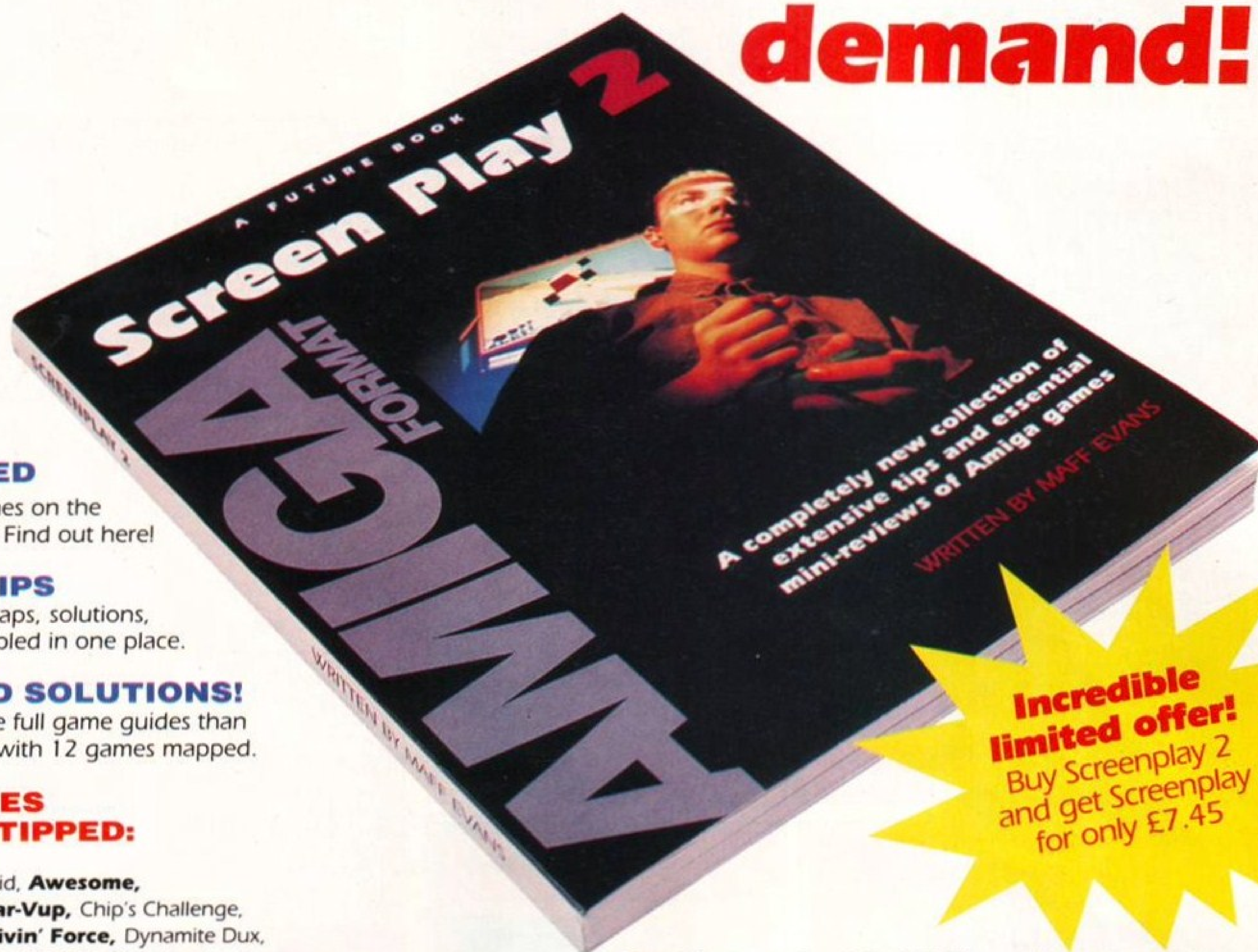
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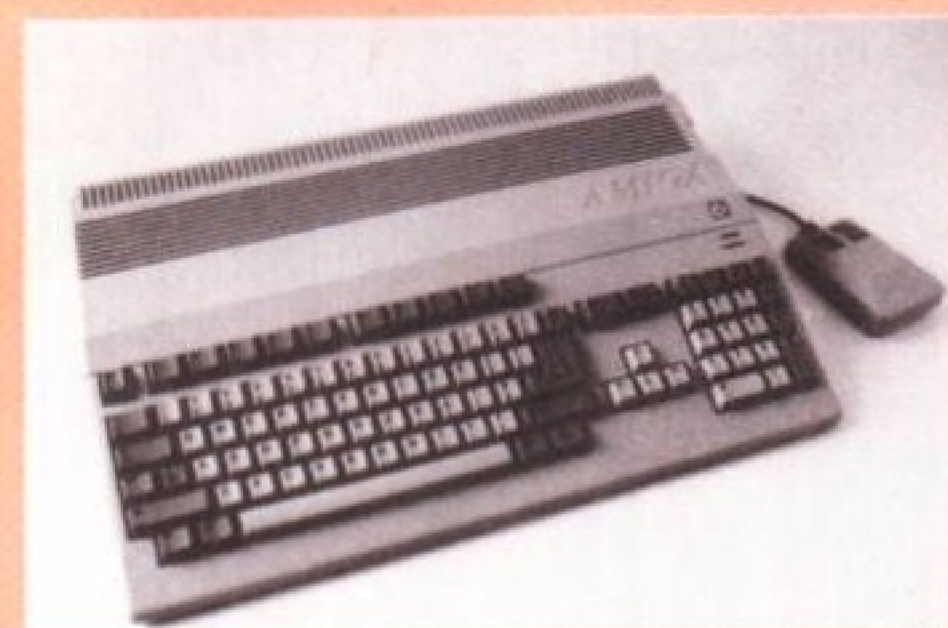
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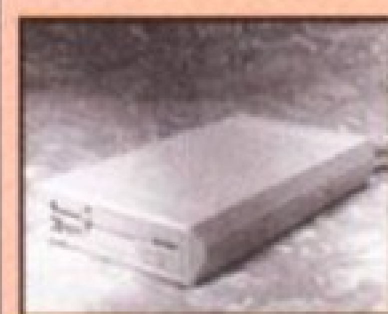
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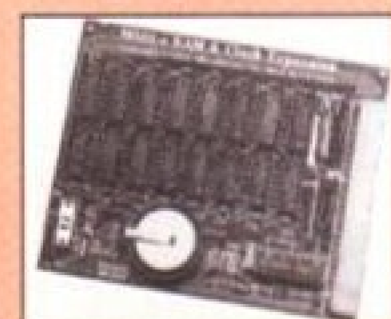


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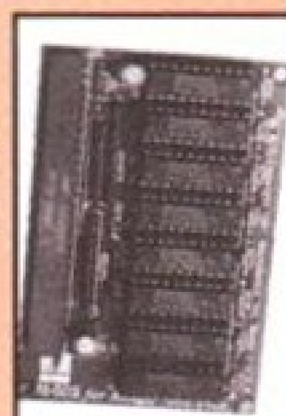
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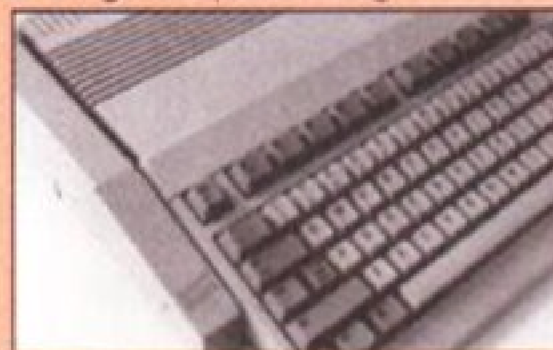
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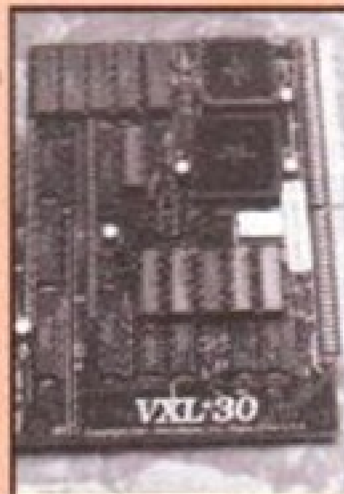


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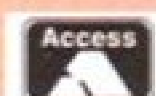
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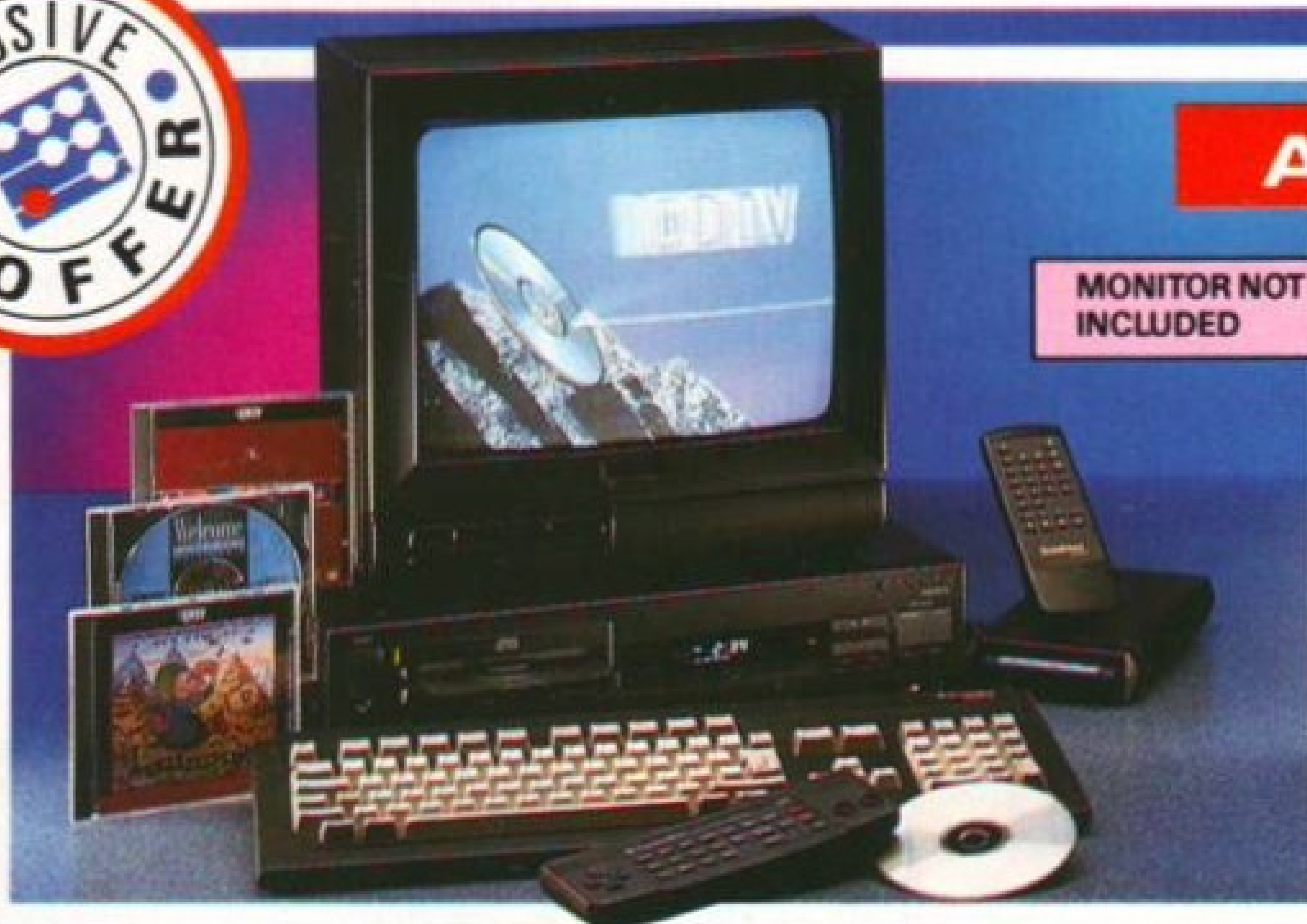
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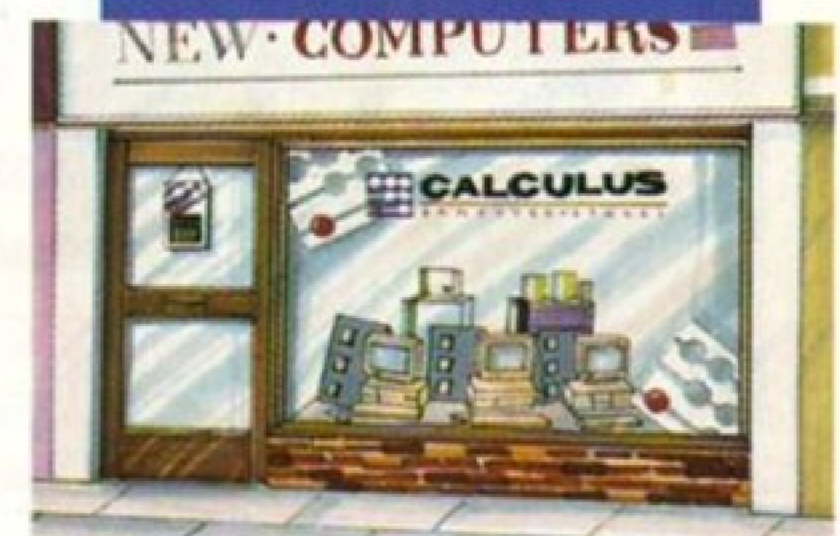
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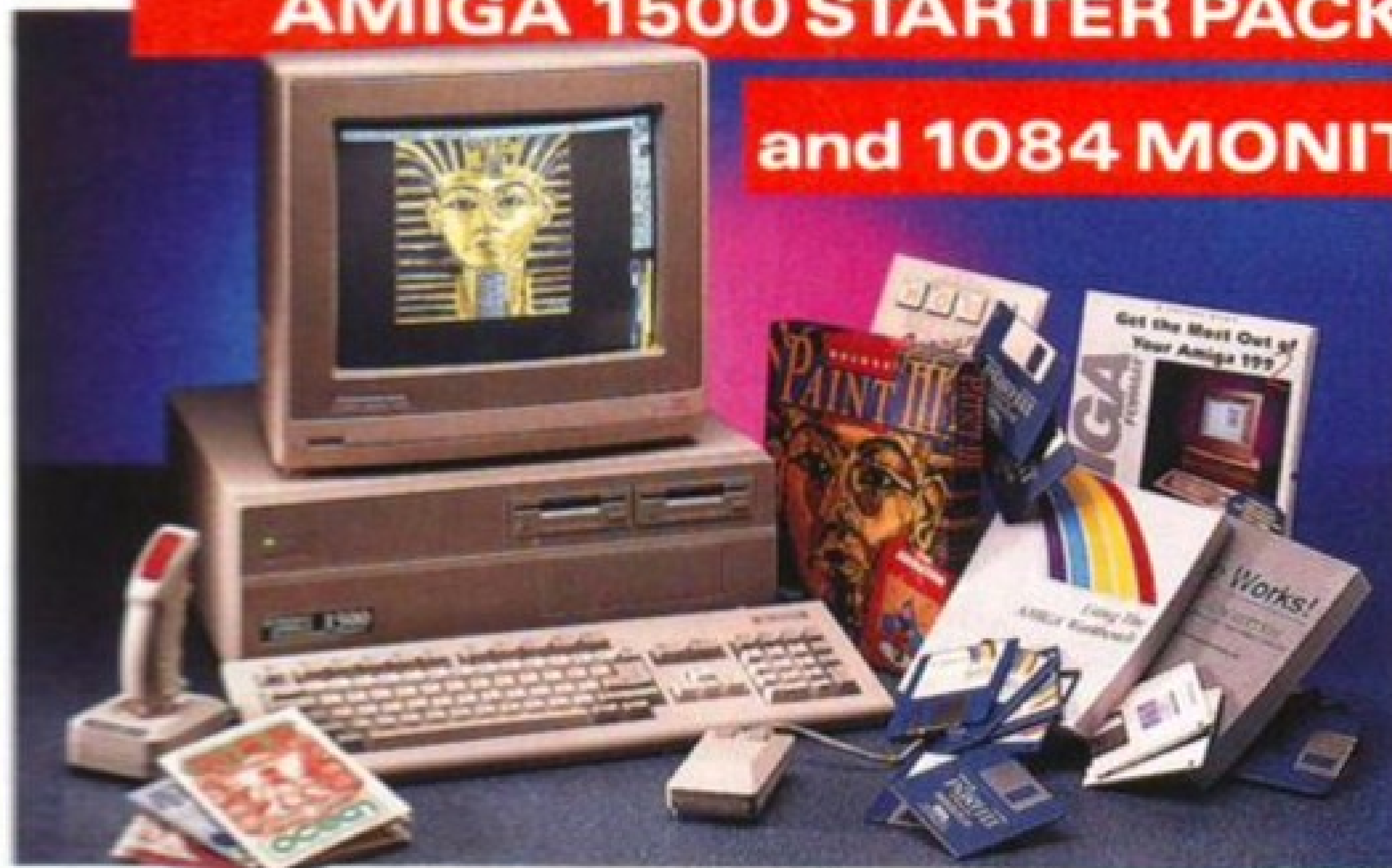
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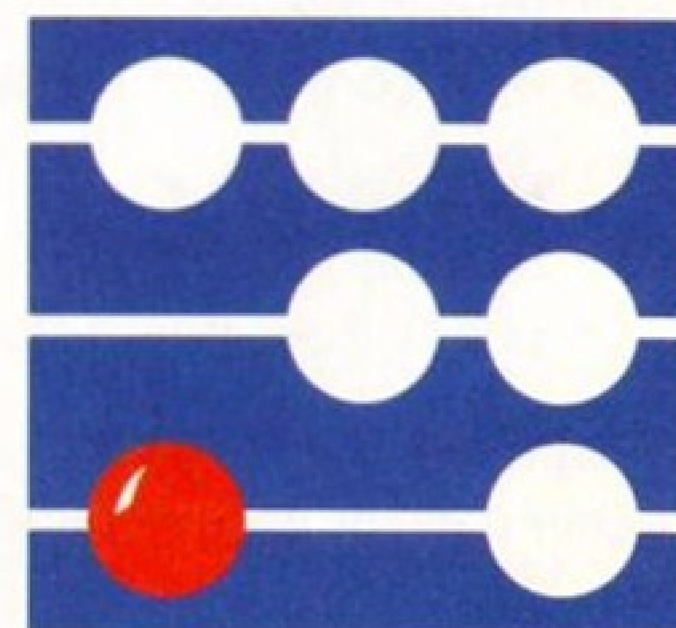
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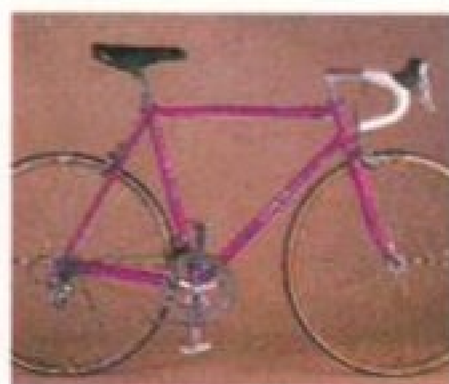
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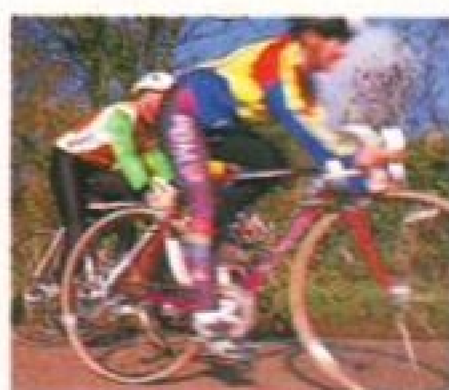
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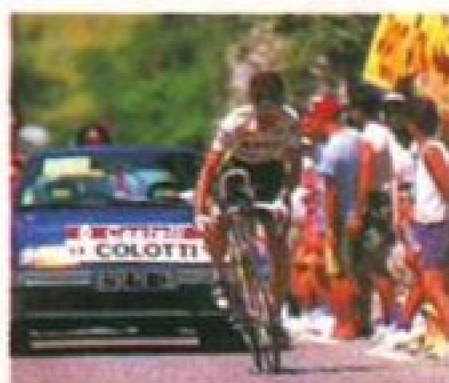
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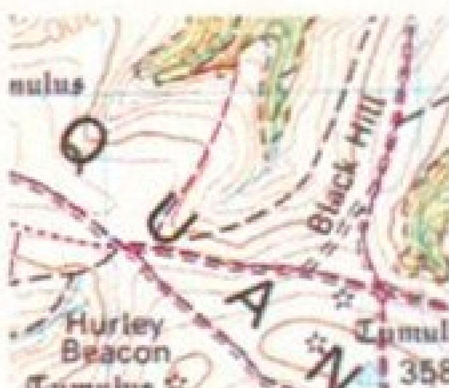
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WEMBLEY
MAY 15 - 17



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For a start, dozens of software companies will be showing off their unmissable **new products**; it's your chance to try them out for yourself.

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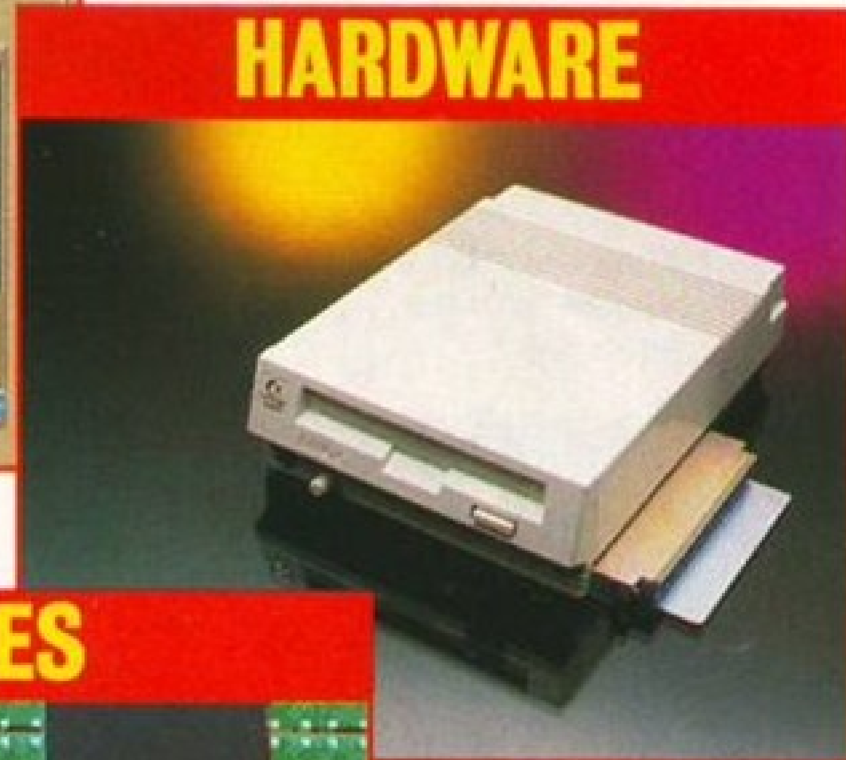
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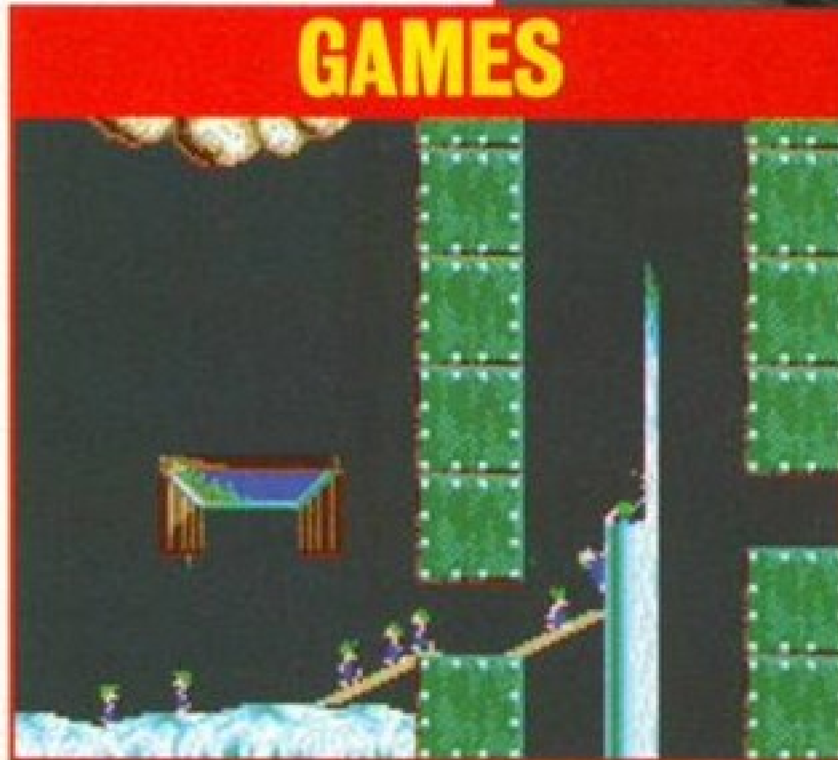
The Amiga Shopper Show is being held in the Wembley Exhibition Centre, London, from Friday 15th to Sunday 17th May. Doors open 9am.

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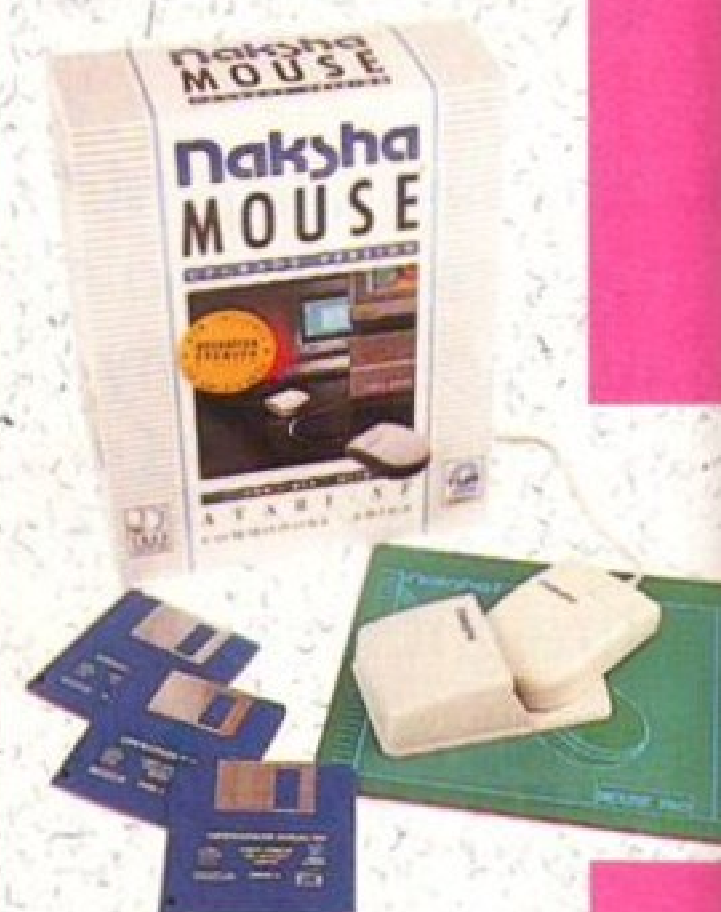
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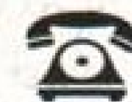
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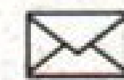
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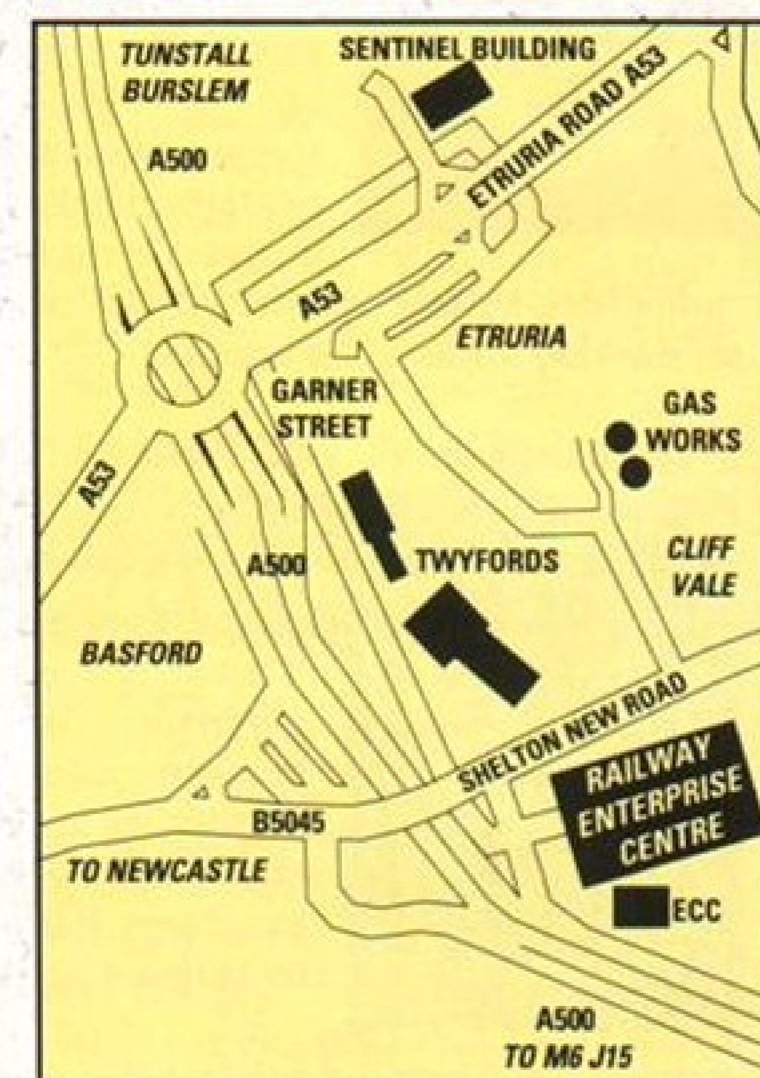


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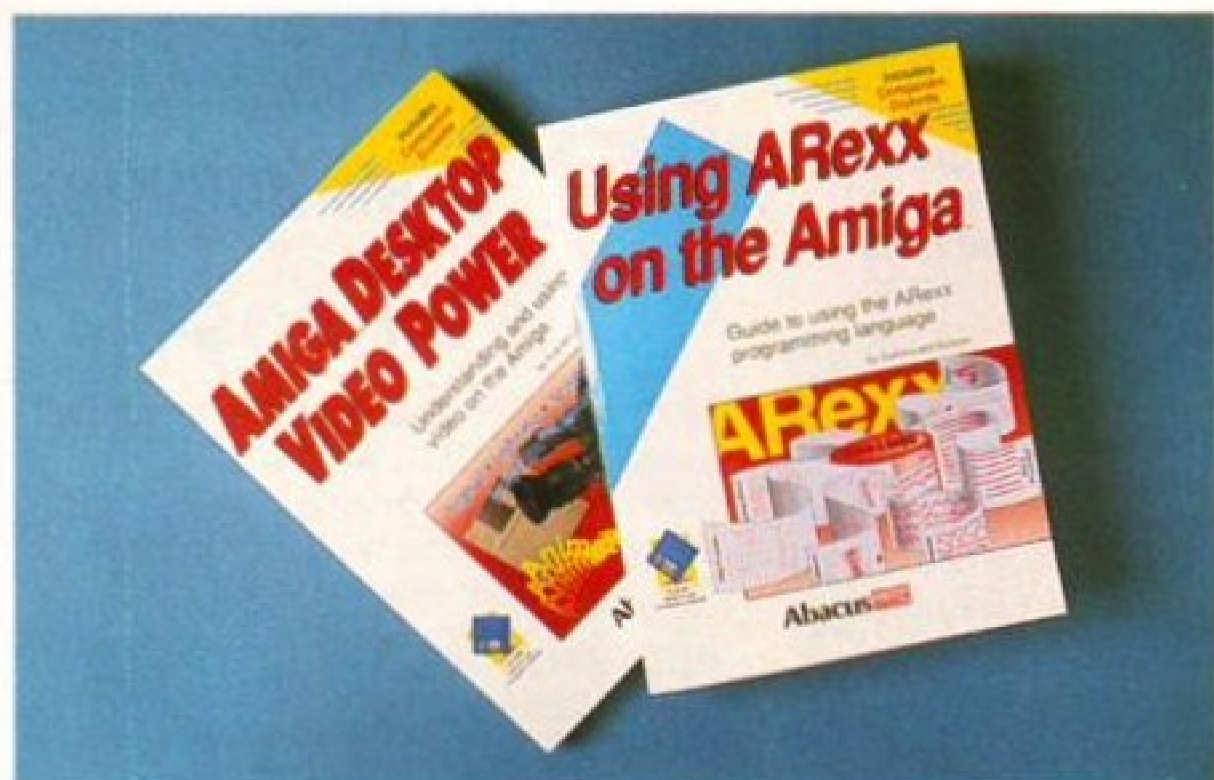
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Book corner



USING AREXX ON THE AMIGA

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COMPUTER MANUALS
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First of two new additions to the enormous Abacus range of American Amiga advice books. Both come with a disk of examples and PD programs. This one covers all the sticky details of the very useful applications macro programming system now included with Workbench 2.

AMIGA DESKTOP VIDEO POWER

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Just updated to include information on the latest graphics technology, such as the Video Toaster and DCTV. Inevitably it's less appropriate to the UK, where the software and hardware is slightly different, but much of the conceptual stuff and video jargon is invaluable to video novices.

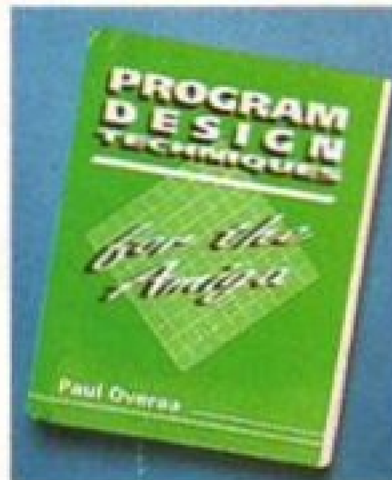
THE IMAGINE COMPANION



US$35.95 (inc air mail)
MOTION BLUR PUBLISHING,
915A STAMBAUGH ST,
REDWOOD CITY, CA 94063 USA

Aimed at users of Impulse's top-class ray-tracing program who know the basics but are finding it troublesome to get any further. Of the two sections, the first contains detailed notes on the use of the program's modules, the second offers twelve step-by-step tutorials. A disk is included with examples for working through the tutorials.

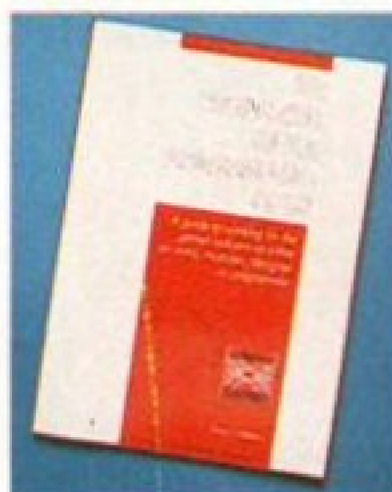
PROGRAM DESIGN TECHNIQUES FOR THE AMIGA



£16.95 KUMA COMPUTERS
0734 844335

Written by occasional ***Amiga Format*** contributor Paul Overaa. It's not intended to teach coding, but explains standard techniques for program design, pseudocode and flow diagrams, structures and standards. It includes many Amiga techniques such as Copper lists.

THE COMMERCIAL GAMES PROGRAMMER'S GUIDE



£11.95 COMPUTER MANUALS
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The author wrote this after being frustrated to find that there was no information for beginners about how to get involved in professional programming. It's not highly professional, but it includes a number of useful insights into the demands of designing and coding games for profit.

Coming co

Reach not yet for thy cheque-book, sirrah, for verily I say unto ye there may be something new in the way of hardware or software that will claim thy attention, as previewed by **Damien Noonan**.

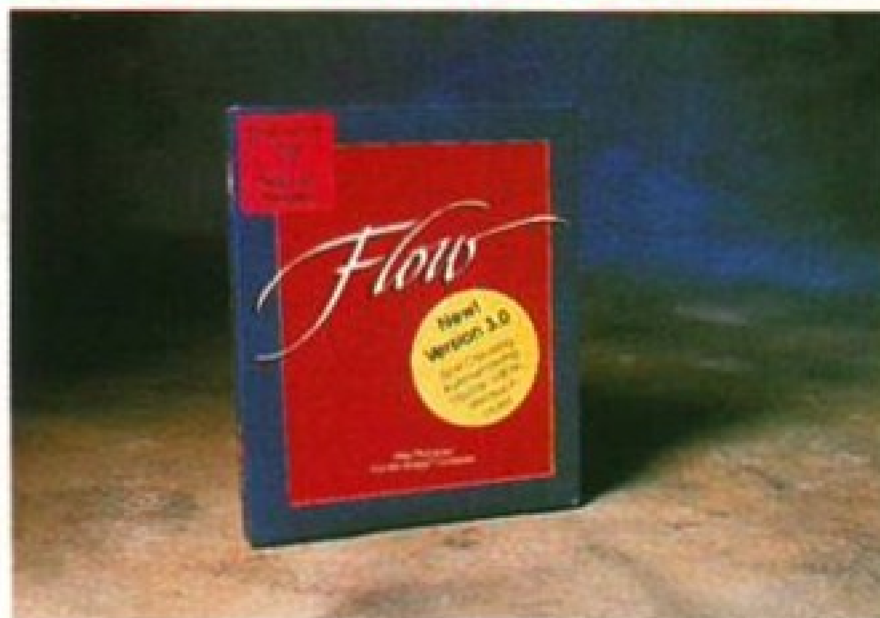
PIXEL 3D VERSION 2



PRICE TBA AXIOM
via SILICA 081-309 1111

Latest version of the utility that converts bitmap images into objects that can be used by 3D and ray-tracing programs. It now handles many different file formats specific to 3D programs, but most important is a feature that cuts out unnecessary points, saving lots of time for the user.

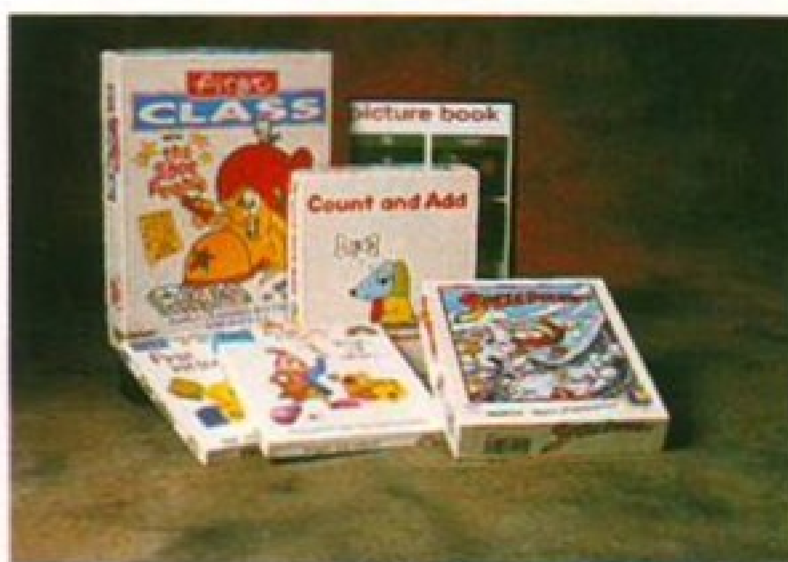
FLOW VERSION 3



£79.95 NEW HORIZONS
via SILICA 081-309 1111

An unusual program, this is described as an "idea processor". Essentially it's intended to help you organise thoughts into a coherent and logical pattern when you're writing, designing or organising something. It sounds odd, but if you've ever written a long piece from notes you'll see the idea.

Education Software



SPELLBOUND!

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"Edutainment" is the phrase coined by Lander to describe their latest educational release, and it's a fair description. The idea is to sneak learning in the back way by hiding it in the fun of a series of five arcade games, with attractive graphics and presentation. Looks a winner.

COUNT AND ADD

£25.99 LANDER 041-357 1659

More normal under-sevens Maths program, with traditional line-up of five little learning games spiced up by some clever tweaks. Has potential.

FIRST CLASS WITH THE SHOE PEOPLE

£25.99 GREMLIN 0742 753423

Marrying the several-little-games-in-one-package approach of market leader *Fun School* with the kids' TV characters, this has the right credentials. It's very nicely presented, with colourful graphics and simple point-and-click operation. Shows definite promise.

PICTURE BOOK

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Cleverly introducing the use of thin plastic keyboard overlays to make this set of four colourful and entertaining programs accessible to young children. With an alphabet book, spelling game, counting game and an educational *Snap!* game.

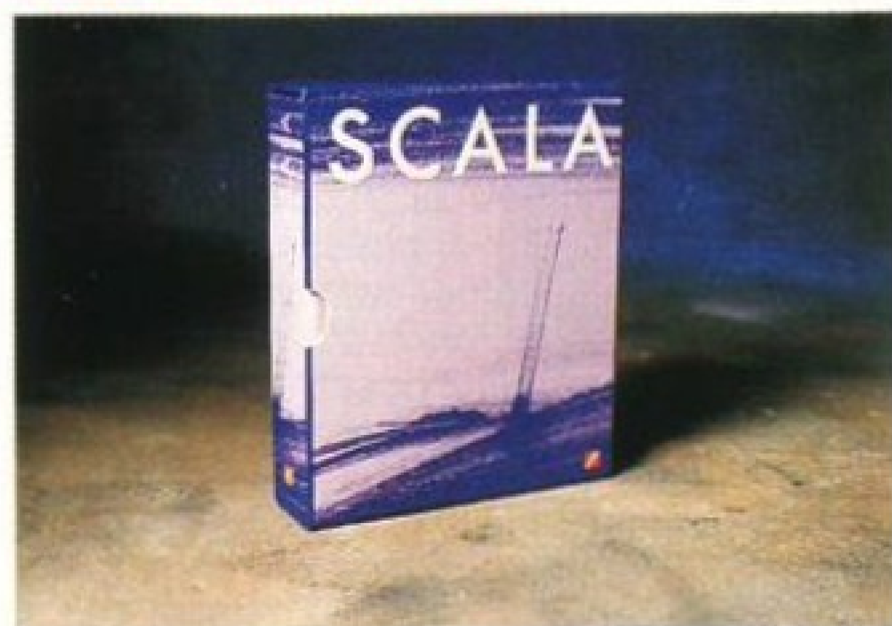
SHAPES & COLOURS FIRST LETTERS

£7.99 RAINBOW SOFTWARE
0392 77369

Bargain prices for two promising little packages put together by enthusiasts, again in the popular mode of lots of little games in one set.

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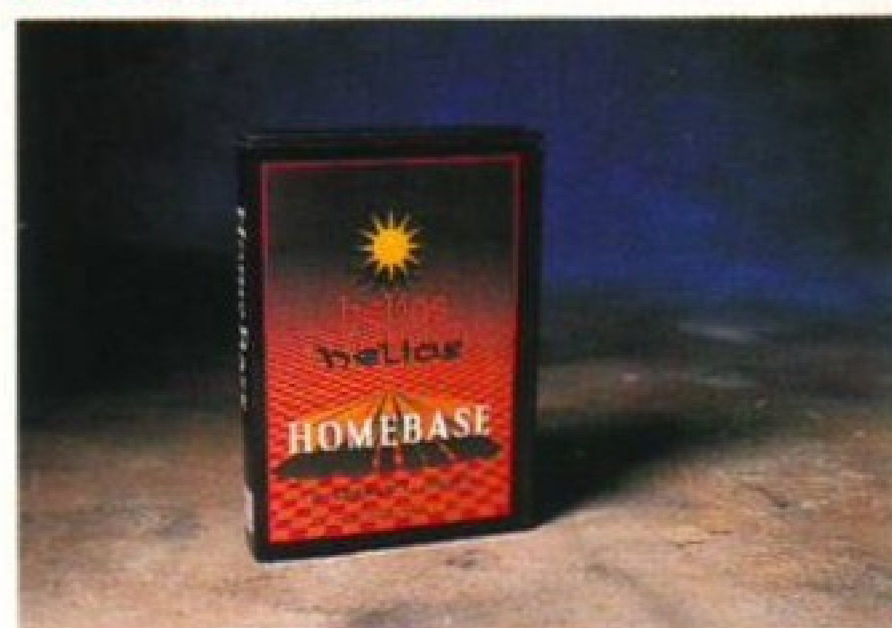
SCALA 500



£99.95 DIGITAL VISION via SILICA 081-309 1111

Cut-down version of the highly-respected presentation package aimed at 512K users and targeted more specifically at video titling. It's known for ease of use, but really it's the quality of the modern typefaces and the colourful graphics, all supplied, which make it easy to get good results.

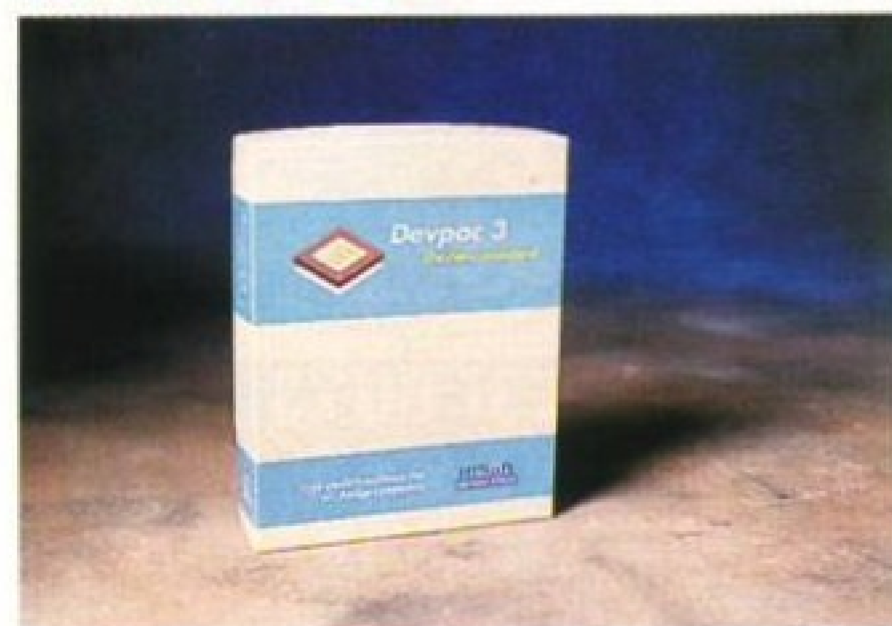
HOMEBASE



£29.95 HELIOS SOFTWARE 0623 516122

Terribly simple novices' database that has been designed and programmed in the UK. As the name implies, it concentrates on providing an accessible card index database system that will make it easy to set up a catalogue of videos, books or anything else around the home.

DEVPAC 3

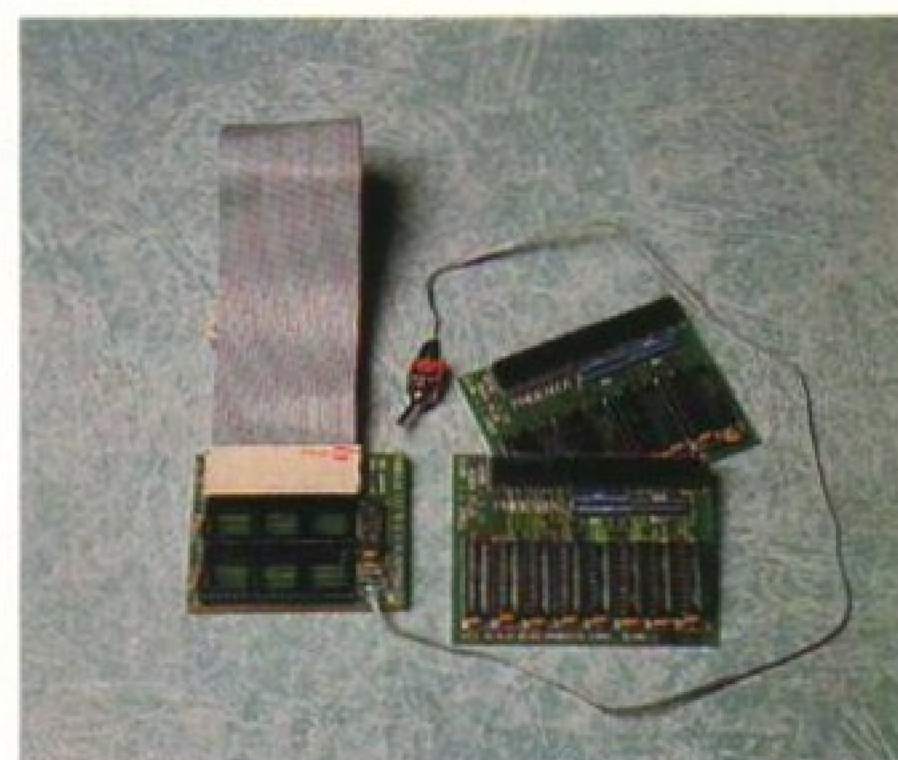


£69.95 (UPGRADE £34.95) HISOFT 0525 718181

Updated version of the Amiga assembly language that anyone who programs on the Amiga uses, with improvements in speed (up to 40 per cent increase) and handling of all 68000 series processors. The editor is now Workbench 2 compatible and many tweaks include source level debugging.

PHOENIX A500 PLUS UPGRADES

FCC DISTRIBUTION 0532 311932



Manufactured in the UK and boasting a full two-year warranty (probably the longest you'll ever get on computer equipment) this new range of memory expansions is directed at A500 Plus owners who are fortunate in being able to have 2Mb of memory configured as Chip RAM.

If you're not au fait with the two types of RAM, Chip RAM is great for graphics, animation and sound sampling work, but some older programs written for a megabyte or more expect to find Fast memory. Anything over 512K on an old A500 is Fast, anything over 2Mb on a Plus is Fast.

The Phoenix range includes a 512K expansion to give you 1.5Mb total (£34.99) and a 1Mb expansion to give 2Mb total (£49.99), though the 512K board has space on it for chips to be added to the full 1Mb later. Third item in the range is a ROM sharer (£24.99 plus £29.99 for the Kickstart 1.3 ROM if you don't have one) which allows you to switch to Workbench 1.3 instead, thereby avoiding many 'compatibility' problems where older software won't run on a Plus.

'Serious' reviews

Not necessarily as serious as all that – there's fun to be had here too! – this is the section of the magazine dedicated to bringing you honest and intelligent reviews of the latest releases in hardware and software that have nothing to do with games.

From expansions such as extra memory and hard drives through useful, practical utilities to the latest in 'productivity' (word processing, DTP, databases) and 'creativity' (paint, animation, 3D and music) software, it's all in here.

Two years running, ***Amiga Format*** has been voted by computer retailers as the magazine that they most trust when they're deciding what to stock, so you can see that we're the people best placed to advise you on what to buy. With our expert knowledge, we know what's the best program to date for any particular kind of job, and we'll see how anything new stacks up against the best in the business.

We also carry 'round-ups' which compare all the programs that are available of a particular kind and pick out the best for your needs. We've covered hard drives, disk drives, sound samplers, video digitisers, word processors, word processors with graphics and more in recent issues, but if you're trying to decide what to buy do write in and ask us to do a comparison.

Contents

A smallish section this month, with so much going on on the non-game side on compact disc. But we've got two exciting new ideas for you...

How the Ratings System works

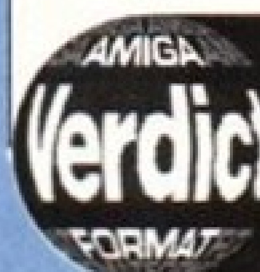
SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.



The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality but with the price taken into account, so that you know what kind of a deal you get.

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QUALITY PRODUCTS

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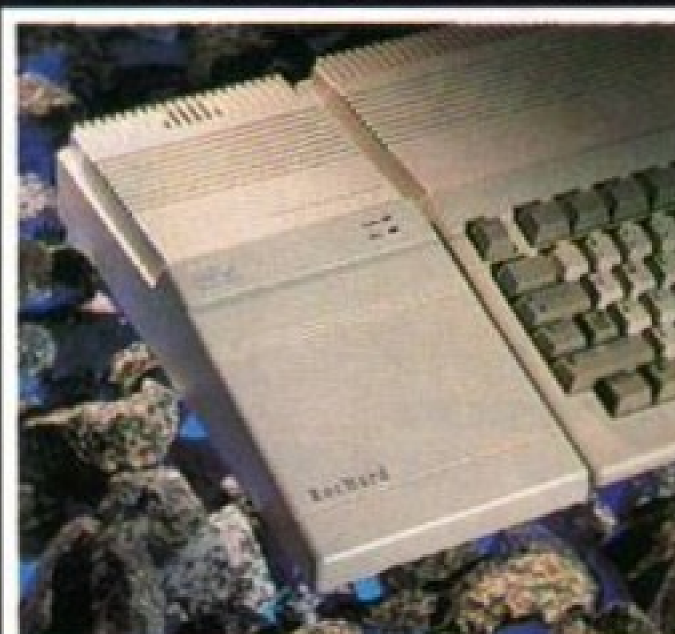


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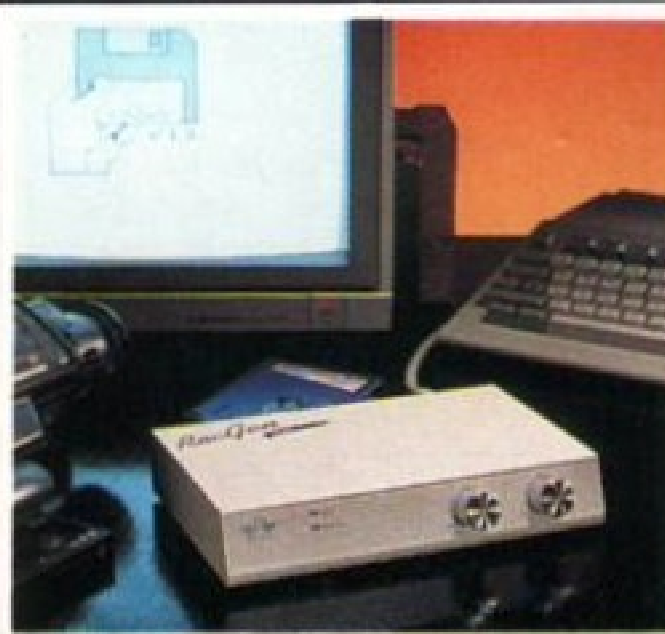
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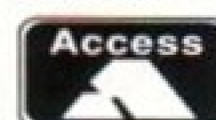
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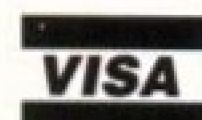
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To make your home videos really smart and impressive, you need to do two things. The first, putting on titles, is easy: but the second, editing out unwanted bits, is tricky. Let **Jason Holborn** show you how to do it.



Video Director

Easy video editing ■ £149.95 ■ Gold Disk

FOR MANY AMIGA OWNERS, the phrase 'desktop video' means only one thing – video titling. With a genlock, a video titling package and a couple of video players, you can produce captions and titles that would have turned BBC video engineers green with envy little more than a few years back. It makes a world of difference to the look of your videos.

But there is a second stage that many home-video producers ignore: editing. Fact is, when you're busily popping around with your camcorder you often find that a lot of what you've captured on tape isn't very good. So you want to pick out the best bits.

Unfortunately, this isn't too easy to do at home. Video editing, even the way the BBC do it, is a simple enough process: you just play the original tape (the 'source') and record bits you want on a second deck (the 'destination').

Now this is easy enough to do at home: you can use the camcorder as your source and your video recorder as the destination. But the problem is, you tend not to be able to do it accurately enough – the professionals use expensive video decks with perfect frame-by-frame stop-start – and you end up with messy cuts where you've stopped and started the tape you're recording onto.

What we've all been crying out for, of course, is a video-editing system that is cheap, will work with most domestic video recorders and camcorders, yet it is still powerful enough to provide clean-cut and frame-accurate editing. Sony and other video manufacturers now make little 'editing suite' controllers to help the process: but Gold Disk have gone one step further by letting you use your Amiga to control the editing process.

So what can *Video Director* do for you? Well, if you're the owner of a camcorder or two video decks, it will help you to compile video footage spread across several source tapes into a seamless video production. What's more, it's aimed specifically at home use, so it's designed to get the best out of ordinary domestic video recorders.

What really makes it interesting, though, is its ability to directly control the operations of certain camcorders and VCRs. It works like this. Two leads are supplied – one for the source deck and another for the destination. The source lead connects to the Amiga via the serial port and will allow *Video Director* to directly control any camcorder or VCR which supports the Sony LANC standard (see Camcorders and the Amiga). Other remote protocols are supported, but you'll have to get an appropriate lead made up.

The second lead, for the destination video, doesn't actually connect to the video. In fact, it doesn't connect to anything! Instead, it ends in a kind of universal infa-red remote control unit which you program to work your video.

All you have to do is teach *Video Director* how your own infa-red remote control unit communicates by pointing the remote at the two sensors situated at the end of the lead. These sensors then 'sample' the signals sent out by your remote, allowing your Amiga to mimic the remote control later on by replaying the signals that the sensors captured.

With your leads in place, the first thing you have to do is tell *Video Director* how it can communicate with the source and destination decks. You do this by choosing an appropriate 'driver' for each from the list on the Amiga's screen. Don't worry if you don't own a LANC-equipped camcorder or a VCR that can be controlled with a remote control – if the worst comes to the worst, *Video Director* can still be used in manual mode, which means you have to do all the pressing of buttons.

The heart of *Video Director* is an 'event list' that is very similar to the 'Edit Decision' lists used by professional video editing systems. The event list is basically a sequential list of instructions that tells *Video Director* how your video production is constructed. Think of it as a sort of mini programming language that is generated by *Video Director* for its own use.

Home video editing is now at your fingertips, courtesy of the Amiga and *Video Director*. All you need is two video recorders or a video and a camcorder. Then you will be able to pick out the best bits (if there are any!) from all your holiday videos and bung them onto one tape.

VIDEO DIRECTOR is available from Silica Systems, 081-309 1111

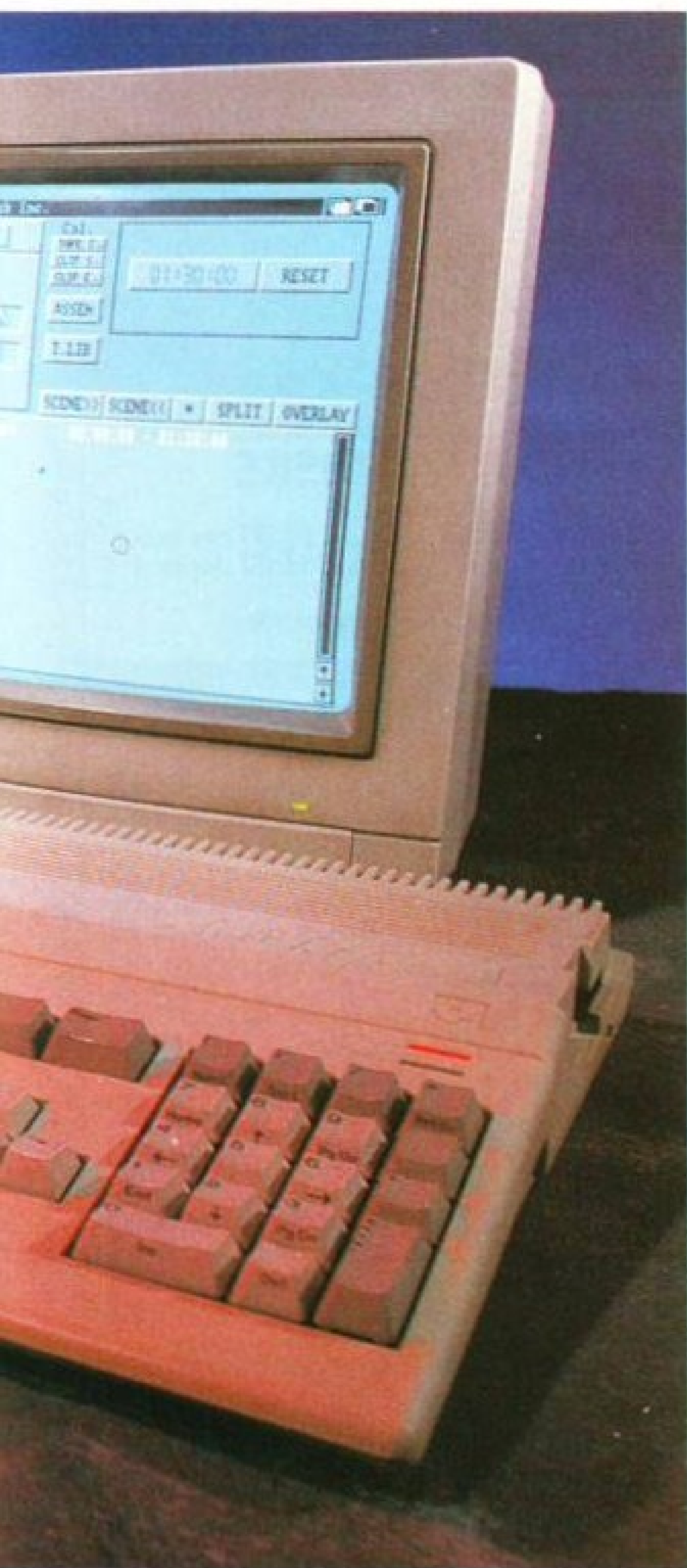
CAMCORDERS AND THE AMIGA



This camcorder is compatible with Video Director, but check that yours is before you buy.

Most modern camcorders already have the ability to interface with a video editing suite via a LANC connector, although getting your camcorder to talk to *Video Director* isn't quite as simple as you may think. However, LANC support doesn't necessarily guarantee that your camcorder will work with *Video Director*. The thing is, there are so many different LANC protocols doing the rounds these days that it would be almost impossible to cover them all.

LANC was originally developed by Sony to allow their camcorders to be controlled by external devices. Unfortunately, LANC has been chopped and changed so much that even camcorders produced by the same manufacturer are often incompatible. If you're in doubt whether your camcorder will work, it's best to check with your local camera stockist and Silica before shelling out £150 for Video Director.



The event list can contain three basic elements – clips, overlays and comments. Comments are really nothing more than reminders (a bit the 'REM' statements used in Basic or any comment line in programming). The two events which really make things happen are clips and overlays.

Overlays allow you to add titles and logos in to your production. *Video Director* doesn't have its own video-titling facility, so all your titles must be created using a separate video titling or paint package, and you'll need to have a genlock. If you have, your titles and graphics will automatically be overlayed onto the video footage that is currently playing.

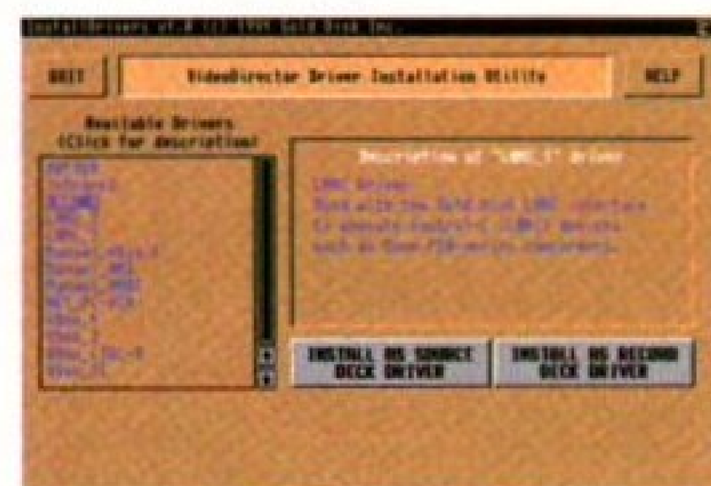
The most important element is the clip, which defines a single segment of video footage. Before you can define a clip, though, you must first tell *Video Director* which tape the footage is recorded on.

Obviously it won't automatically load the tape into your source deck when you finally record your presentation onto the output deck, but it acts as a reference which allows you to keep track of clips when your video footage is spread across several tapes.

The next step is to tell it where on the tape the clip can be found by defining the start and ending points of the footage. If you're working in manual mode, you'll have to work this out for yourself by taking a reading from the source deck's timer, but LANC users can locate the start of the footage using the on-screen gadgets. Same goes for the end time.

HOW IT WORKS, FROM START TO FINISH

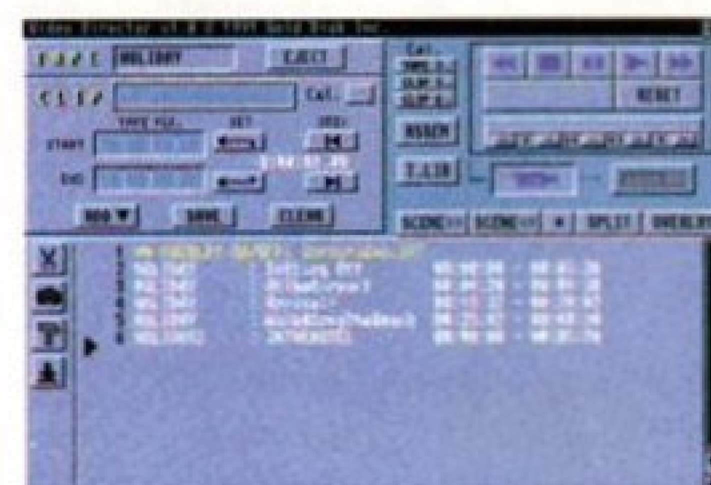
Before you can turn hours of video footage into a finished video production, you need to get your hands on two video decks - one for the uncut source tape and another to record your final video production. A camcorder, equipped with a compatible LANC interface, is the best bet for the source deck, but just about any home VCR equipped with a steady pause facility and remote control can be used for the destination deck. These must then be connected to the Amiga via the leads supplied with *Video Director*.



The next step is to tell *Video Director* what type of source deck you're using. A range of drivers is included which cover a wide selection of LANC-equipped camcorders and VCRs, but you can also switch to manual operation if your source deck is not capable of remote control.



Once the source deck has been configured, you must then 'teach' *Video Director* to communicate with your output deck using the LED lead supplied. This is achieved by pointing your VCR's infa-red control at the *Video Director* LED lead. The *TrainRemote* program then 'samples' the infa-red signals produced by your remote control and then attaches these to the functions of your VCR - one for record, one for play, another for pause etc.



Switching to your Amiga, you isolate the sections you want from the footage you have recorded by telling Video Director where on your source tapes the sections you want are. Each 'clip' defines a single section of video footage complete with information on which tape it's on, where the clip starts and ends. If you're using a manual deck, you'll have to enter these start and stop values by hand using the counter positions on the front of your VCR, but LANC-equipped devices can be controlled directly by the Amiga, allowing for more precise control.



Once all the clips that make up your production have been defined, the next step is to enter 'assembly' mode which takes all your clips and records the individual sections of video footage that they define into a seamless whole. When a LANC-equipped device is used, the process of searching forward and backwards through a tape is handled automatically, although *Video Director* will still prompt you to insert a new tape each time it is required.

Once a clip is defined, *Video Director* will remember it until you decide to delete it from the clip library. If you've got video footage that you may want to use over and over again (a credit sequence for your video production company, for example), the clip library facility will prove to be a real time saver because it gives you instant access to predefined clips every time *Video Director* is booted up.

The final stage in video editing is to assemble the clips that you have arranged into a finished video production: basically the recording stage. *Video Director* goes through the event list, asking you to put the right tape in, transferring the video footage for each clip to the destination deck, stopping and starting the two decks as it goes along.

In manual mode, it will prompt you to search for each clip yourself. However, when LANC-compatible decks are used, tape assembly is made virtually automatic apart from the occasional swapping of source tapes.

Inevitably, this means that if you're forced to work in manual mode, the value of the *Video Director* system is considerably reduced. You're essentially using the event list as a means of planning your production and keeping tabs on the recording as you go along, with all the fiddly button-pressing work left to you. All the same, Gold Disk have done all they can to give you more control over an undoubtedly very fiddly process.

But the *Video Director* idea really comes into its own when you are using it to control LANC-equipped decks. Thanks to the high degree of automation that the system offers, the process of assembling footage has never been so easy. What's more, if your video decks offer a decent freeze-frame, the cuts between footage are virtually seamless.

Video Director is an exciting first, putting home video editing under the control of your computer. It makes compiling video footage a breeze and the results are more than satisfactory considering its relatively low price. It's a great idea that should appeal to anyone who's keen on making their home videos look good and brings real desktop video to the masses.

Video Director

SPEED ●●●
Manual mode is a little fiddly, but compiling your video using LANC is an absolute breeze.

DOCUMENTATION ●●●●●
Video Director's manual is top notch, with step-by-step instructions and a good index.

ACCESSIBILITY ●●●●
Video editing has never been so easy, and with professional-looking results too!

FEATURES ●●●●
Video Director is aimed at home use, so the features it offers are more than enough.

VALUE ●●●●
It brings you almost professional-quality results at a price the amateur can afford.



91%

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VISA



Yes, you can use your Amiga to make music, and good music. But you've not been able to learn to read music, understand chords or play an instrument: until now. **Damien Noonan** finds out how this exciting new idea works.



The Miracle Keyboard Tutor

Learn to play piano! ■ £299 Software Toolworks

THE COMPUTER HAS been a boon to musical incompetents the world over, letting even the most tone-deaf put together a pleasing tune, and the music charts are full of the evidence: hits made up of synthesised and sampled sounds, put together using a computer to build up the song. Very often it's only the vocals that are recorded traditionally in a studio: sometimes not even that.

You, too, can make music: if you have an Amiga already, it can cost you as little as £35 to set up a decent song-writing system. Just get your hands on a sampler to let you grab new noises (the cheap but effective *Technosound Turbo*, as advertised by our Special Offers department on Page 192, is very popular) and a sequencer to actually construct the music (we gave away the excellent beginners' program *Sequencer One* on the Coverdisk of Issue 30, and back issues are still available for £5 from Back Issues on Page 184).

Keen computer musos will then get a MIDI keyboard, which can be hooked up to the Amiga so that anything you play on it can be 'recorded' by your sequencer program and, equally, tunes you write on your sequencer can actually play the keyboard.

But the one thing the Amiga *hasn't* been able to do is teach you to read music and play an instrument. Until now…

The first thing you'll need, of course, is a piano to play. The *Miracle* system includes a full MIDI keyboard, with 128 preset 'patches' (that's different noises you can make with it) varying from grand piano and church organ to drums and quacking ducks.

It's also a 'touch sensitive' keyboard, which simply means that the harder you hit a key, the louder the note that is played. The keyboard comes with its own power supply, has a simple foot pedal which plugs into the back, and features stereo speakers. You can happily use it on its own without plugging it into the Amiga, and it makes a good noise.

The *Miracle* keyboard connects with a special lead to the serial port of the Amiga, which means you don't need to buy a MIDI interface.

MIRACLE
is available from Mindscape 0444 246333

It's a simple enough system: a good keyboard connected by a special cable to the Amiga, on which you run the program. The way the two combine is clever.



The main screen of the program is a graphic menu: just click on the appropriate room to enter the part of the program you want. Here we're in Admin, where we can check on our progress in the lessons and print certificates we've earned.



The Studio is the only one of the six sections not also involved in the lessons. Here you can record a tune with seven instruments, each chosen from the list of 128. You record one at a time and can listen to the ones you've done playing while you do it.

In the Arcade a menu (inset) gives access to the three musical games from the lessons, and also to the Jukebox. Here you can make the Miracle keyboard play a tune for you simply by choosing it from the menu.



Once you're hooked up, you're ready to run the software, which comes on three disks. A minimum Amiga set-up is clearly labelled on the outside of the box: you'll need at least a Megabyte of memory, and having either an external floppy disk drive or a hard drive is strongly recommended.

It has to be said that there's no point using the *Miracle* if you don't have a second disk drive: you have to swap disks so often that the thing becomes barely useable. With two disk drives it's not too bad, but the system rewally comes into its own when you're running it from a hard drive.

Hard disk installation is simplicity itself: put the main disk in the drive, double-click the install icon, name where you want it to go, put in the second and third disks when you're asked to, and it's done.

Switch the keyboard on, double-click to start the program and the music that accompanies the title screen is actually played on the *Miracle* keyboard. A jolly little introduction.

Click the mouse and the main screen of the program appears, overlaid with a window in which you register as a user. Anyone who uses the program can put their name on the list in this window, and the *Miracle* software keeps a constant track of where each user has got to in his or her lessons, and how well they have performed to date: so you don't need to remember where you left off.

Once you've logged in, you can get straight on with your lessons, or go instead to the main screen. This is split into six sections,



of which the key one is top left, the Classroom. For the most part, everything you can access from the main screen is also incorporated into the lessons, the only real exception being the Studio, but it's useful to be able to play with them when you're not having a lesson.

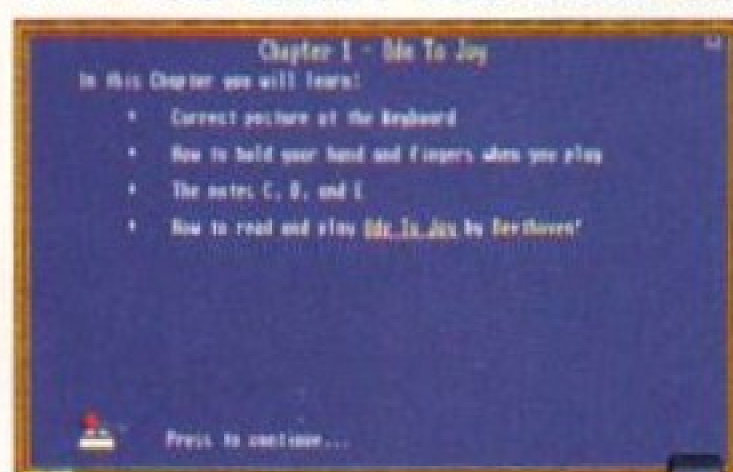
Ready for your first lesson? The idea that a computer can teach you to play just as well as a human tutor could may seem bizarre or even faintly sinister, but it's a beautiful idea in that it uses the computer to the full.

Simply enough, you follow the lesson through on the Amiga's screen in the form of text and pictures. You start with a little bit of familiarisation with the keyboard, helped by pictures that describe how to locate the C keys and find middle C. Then you'll be told how the notes D, E, F and G relate to it and which fingers to use. Then it's time to try a tune.

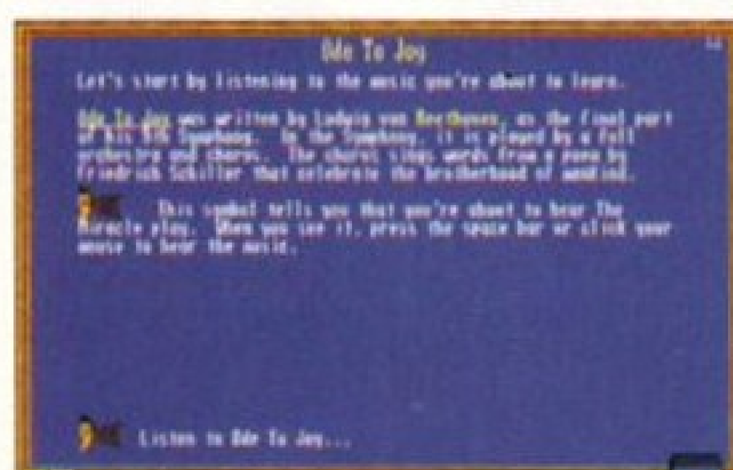
With the five notes you've just learnt, the keyboard plays a little melody. You then learn the notes of the melody, phrase by phrase. A little game called *Shoot the Ducks* makes sure you're hitting the right notes, then you get a chance to play the melody.

Next step is to play the notes in time, so a metronome is introduced. Before long you've learnt to read the notes on a musical stave, find them on the keyboard, recognise how long each note should be played for and play the melody. All the way along the computer listens to what you're playing, tells you where you're going wrong, praises you for getting things right and tells you how to improve.

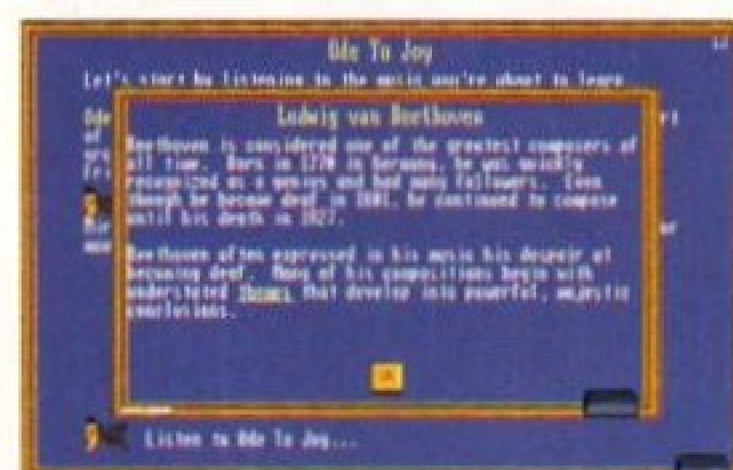
ARE YOU READY FOR YOUR FIRST PIANO LESSON?



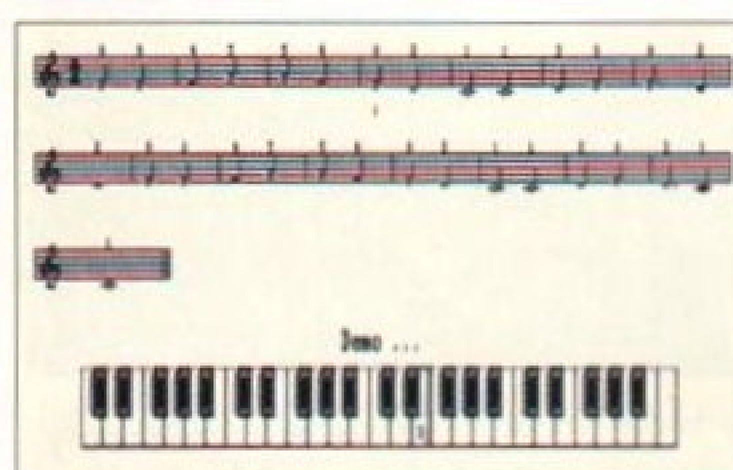
First, you're told the aims of the lesson: in this first step for beginners, we'll learn three notes and already we'll be able to play a Beethoven tune! Click to go on.



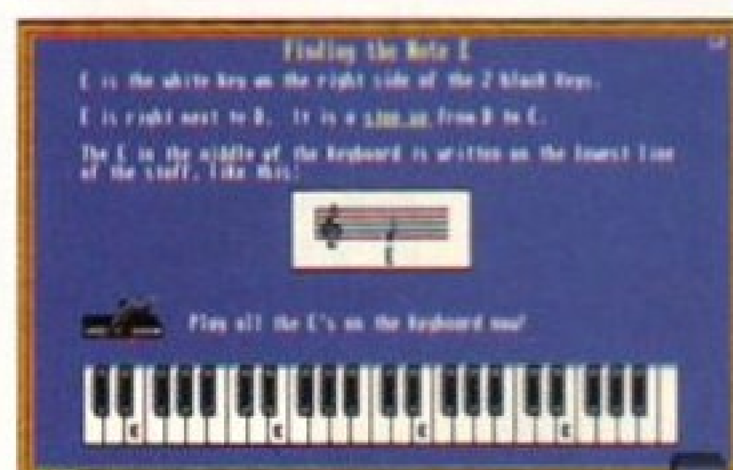
The little icon at bottom left of the screen tells you what you're expected to do. First job is siomply to listen to the tune as it is played by the Miracle keyboard.



At any time, you can click on a highlighted word to be told more about it. We've clicked on Beethoven, so we find out a bit about his life and his works. It's useful.



As the tune plays, you can follow the notes being played on the musical stave at the top, as well as watching the keys move on the picture of the keyboard.



Now it's your turn. You'll need to know what keys to press, so you're shown how to find all the Cs, Ds and Es on the keyboard and where middle C belongs.



To help you match up notes with keys, you have a bash at the Ducks game. Later lessons bring in the games Ripchord and Aliens to teach other concepts the fun way.



To play your Beethoven, you'll need to use all five fingers of your right hand on the correct five keys, so here you're preparing. Now you're ready.

In two stages, you learn to play the melody of the Ode to Joy using your right hand. As soon as you're playing well, you're ready to play it right through in the Practice room. Then you're ready to go and peform the tune in the Performance room: a metronome helps you keep time, and Miracle plays accompaniment to your melody. Now go to Admin for your certificate: you've finished Lesson One!

It's this monitoring of your progress that's the clever bit. As you play on the keyboard, the computer can read in what you're playing as MIDI data. It then compares this with the MIDI data it has for the 'correct' way of playing the tune, and tells you where you're going wrong. Simple and effective.

The lesson ends with a performance. You've learnt your melody and you're all ready to take the stage in the concert hall. The *Miracle* plays the backing instruments while you perform your melody over the top, and even the most cynical novice will feel a sense of achievement in the first full performance. Then, over in administration, a certificate that says you've passed the first lesson is printed for you, and you're ready to move on to the next lesson.

As you go on through the lessons you're quickly introduced to chords, then using your left hand to play accompaniment to the main melody, and so on. The satisfaction of being able to play a piece properly is almost immediate, and even if you don't really care to print out a certificate for yourself, getting immediate results is a buzz.

It's an excellent system. Of course, you won't become an instant genius: you'll have to get used to the idea of regular practice and steady improvement, just as you would with any other way of learning to play piano.

The price seem expensive, but when you consider that it includes a pretty decent keyboard, and then compare it to the cost of a few months of weekly piano lessons, it begins to seem very good value.

Above all, perhaps, you don't have any of the intimidation that puts off all too many potential piano players. For anyone who finds the idea of weekly visits from Mrs Piano Teacher too formal or expensive, it's a winner.

And that's before you add in all the other extras. You've got a keyboard that makes lots of different noises, you've got a simple sequencing (music recording) program and a heap of ready-written tunes in the Jukebox section that you can let the keyboard play at any time. It's a fine idea, solidly and thoughtfully created and, despite the high price, excellent value for money.

Oh, yeah. And it's a lot of fun, too!

The Miracle Piano Tutor

SPEED ●●●
Unuseable with one disk drive, reasonable if you have two, brilliant from hard drive.

DOCUMENTATION ●●●●
Slightly odd layout, but there's everything you need to know and it's easy to use anyway.

ACCESSIBILITY ●●●●●
Very friendly, well thought-out and enjoyable.

FEATURES ●●●●●
I really can't think of anything else you'd want.

VALUE ●●●●●
It's expensive, sure, but to buy any instrument and have lessons costs a lot. Great value.



93%



If you flip your way to Page 142, you'll find out about the wonderful world of Amiga sound sampling. After reading about it you'll want to get stuck in yourself. **Maff Evans** checks out one of the many possible starting points available.

By calling up a special control panel, you can edit a series of effects and store them in a bank. Using this screen you can refine echo, phase or pitch shifting effects to your own requirements.

Stereo Master

Sampling package ■ £39.95 ■ Microdeal

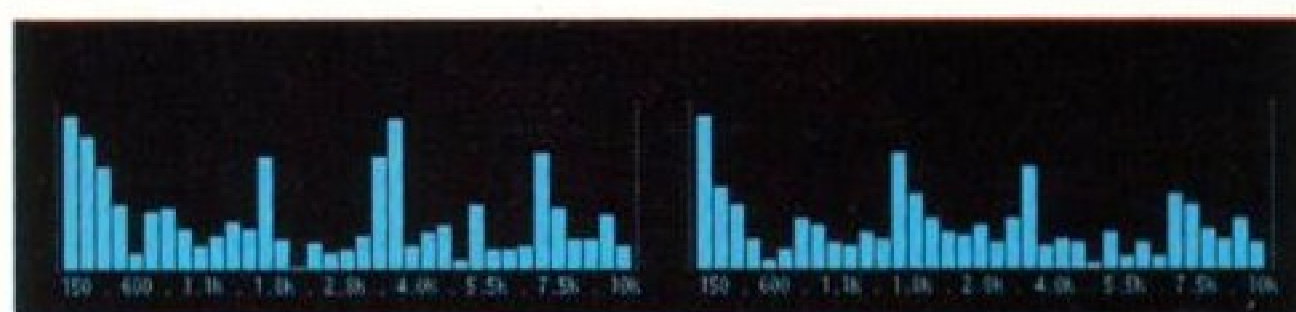
A FEW YEARS ago, getting hold of a sampling package for your Amiga meant shelling out quite a lot of cash. These days the picture is somewhat different. More and more packages are being released within the £50 bracket, one of the latest being Stereo Master, Microdeal's successor to Mastersound.

The hardware is smaller than the original Mastersound cartridge, so it doesn't hang out of the back of your Amiga so far! On the input side, things haven't improved. The only socket is a single stereo mini-jack input, so there are no balanced phone line inputs or calibrated microphone capabilities – you just have to hope your sound source has the right output.

After a demo sample and a menacing skull picture, the main work screen appears. The basic style is the same, with grey bas-relief buttons and blue LED read-outs, but the software has been changed since Mastersound. The icon system uses the same symbols, but the screen has been reorganised so that the options are more easily accessible.

The top of the screen is still taken up by the waveform, but this is now split into two – one for each of the stereo channels. Across the bottom of the screen, there are two rows of icons to control the main editing and effects functions. The main controls are also available from a series of pull-down menus at the top of the screen. This makes the more frequently used options, cutting and pasting, easier to find, since you don't have to hunt through the confusing little pictures to find them!

The sampling and monitoring controls have been moved to occupy their own box in the middle of the display, flanked by two oscilloscopes to help you find the optimum input level. Unfortunately, these can't be used when recording or monitoring a sound, so there is still a degree of guesswork required to get the level of the section you wish to sample.



Want to know exactly how much bass or treble there is in your sound? Well now you can find out by using the built-in spectrum analyser. This gives a bar-graph display of the frequencies of your sound source.

The sample sequencer has also been drastically changed. On Mastersound, this was basically a 'rhythm programmer', allowing you to select samples and record them on a single track. This has been reorganised to give you freedom to produce simple sequences. Up to 18 samples can be allocated to keys on the Amiga's keypad (depending on the amount of free memory) then called up and recorded into a sequence. Both stereo and mono samples can be used, but you have to take into account the fact only one stereo sample can be played at a time! The main problem with the sequencer is that you can only record in realtime, and the lack of a metronome makes getting things in time extremely difficult.

There are a few more features that have been added. One extensive tool is the greatly improved effects section. As well as giving you the normal echo and reverb effects, there are also more strange options such as pitch ramping (making the sound speed up and slow down in realtime), pitch conversion (deepen your voice) and modulation (Dalek effects). These can be edited to your requirements and stored, ready to be called up at the touch of a button. Many of the sounds can be used to affect a live input or change the sample in memory, though there are restrictions on what can actually be done to a recorded sample.

One or two of the options are pretty useless, ie the 3D FFT display. This prints up a nice three dimensional view of a waveform, showing the frequencies of the wave at particular times. This seems to be an attempt to compare with the classic Fairlight series of samplers, but there is one problem. The Fairlight allowed you to edit the waveforms on this display to synthesise interesting new sounds, whereas the FFT function on Stereo Master is basically just window dressing.

Stereo Master is fairly low priced, but you can achieve some good results with little trouble. The hardware records well (even with other programs – an area where Mastersound fell short). To get clear sounds using the Stereo Master software, can only really be achieved by pushing the rate right up. Although this is easy to do, it means any samples recorded take up a lot more memory.

The added extras, such as the excellent effects section make up for this, since you can improve sounds by adding some extra ambience. Editing is easier than Microdeal's earlier packages too, thanks to a decent zoom mode. The fact that you can only edit, record and play sounds within the single pair of cursors takes some getting used to – not to mention a great deal of patience, but those new to sampling won't find this too much of a problem.

One point to note is that the included software is almost exactly the same as the disk bundled with Microdeal's other sampler, AMAS 2. The only differences are AMAS 2 has a different loading screen, sampler and the ability to use a MIDI device to record on the sequencer. The thing is that Stereo Master costs £50 less than AMAS 2. When you think that you can get Stereo Master, a five-socket MIDI interface and a copy of *OctaMED*, but still have change from the price of AMAS 2... well which would you choose? AF

STEREO MASTER is available from Microdeal 0762 69692

Stereo Master

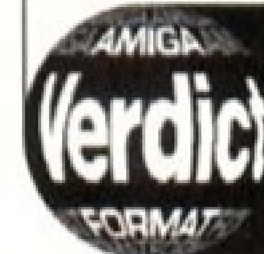
SPEED ●●●●
Most things are quick, but occasionally the program takes its time to carry out operations.

DOCUMENTATION ●●●
The functions are explained fairly well, but some of the tutorials use a bit too much jargon.

ACCESSIBILITY ●●●
As with Mastersound, the icon system has some obscure pictures, but the menu system helps.

FEATURES ●●●●
The usual editing functions are there, along with a sequencer and an extensive effects section.

VALUE ●●●●
Pretty good, but most users will want to upgrade the software to the latest Audiomaster.



81%



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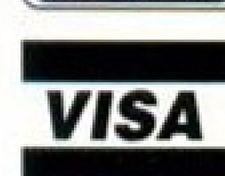


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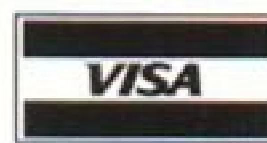
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Music for the masses: once you learn how to sample (Page144) you'll want to get yourself a sampler. Microdeal try to get your attention with their update of the AMAS system. **Maff Evans** looks at the new baby.

AMAS 2

Sampling package ■ £99.95 ■ Microdeal

THREE YEARS AGO, Microdeal released a sampling package called AMAS – Advanced MIDI Amiga Sampler. As well as being a full function sampling package, the hardware had a built-in MIDI interface, which along with the MIDI controllable software made it one of the most comprehensive sampling systems available. However, three years is a long time in the world of computer technology, so Microdeal have updated the package and called it, strangely enough, AMAS 2.

The sampling hardware itself is very similar to the original version. The unit is a wedge-shaped device with two ribbon connectors attached to its right-hand edge. These connect to the Amiga's parallel (for sampling) and serial (for MIDI) ports. The back of the unit contains six sockets. As well as phone sockets for left and right line inputs, there is a mini-jack socket for a microphone and MIDI in, out and thru connectors. This allows the unit to function as a full MIDI interface as well as a sampling module. Anyway, enough of the peripherals – on with the software.

When the program loads, a disconcerting fact becomes apparent. The program is virtually the same as Microdeal's other sampling package – Stereo Master! Although this may seem a bit off, if you think about it there aren't too many people likely to buy both packages, and since the hardware is the main issue here it seems logical for Microdeal to package their hardware units with the same software.

On first appearance the program's user interface looks similar to Microdeal's last sampling product, Mastersound, but the display has been rejigged to make the whole system more logical. The icons that were on the earlier program are still evident. All the editing controls, though, have been placed in a block at the bottom of the screen with the pointer, monitoring and recording controls placed in a box in the middle of the screen.

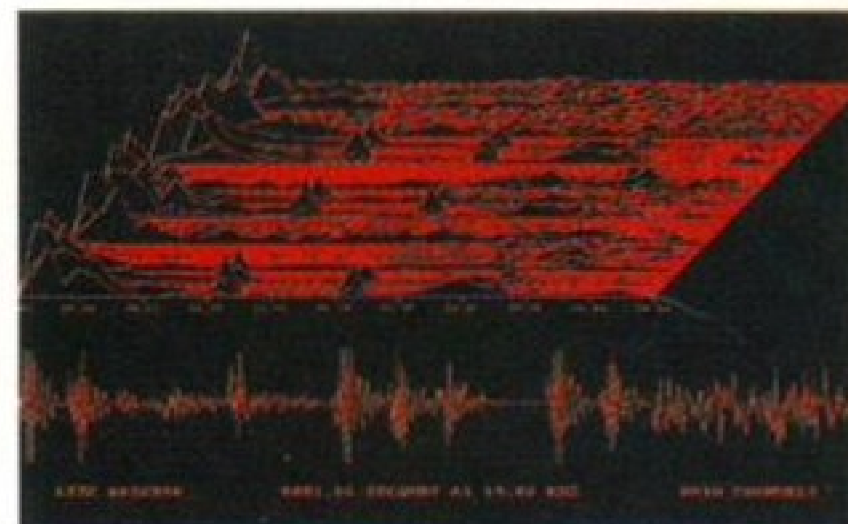
At the top of the screen are pull-down menus, echoing some of the editing icons as well as giving access to setting options and displays (such as the new 3D waveform display, which is very flash, but not a lot of use). On either side of the screen, two oscilloscopes have been placed for monitoring the input level, but these only operate when you're not recording or monitoring a sound, so that you don't know what sound they're displaying!



Most of the sampling and editing functions are on the main page. The edit buttons are at the bottom of the screen. The recording and monitoring controls have their own box in the centre.

AMAS 2 is available from Microdeal 0762 69692

The editing system has been improved since Mastersound, with a more flexible zoom system and easy to move pointers. The only drawback is that there is only one set of start and end markers (you can't highlight a range by clicking and dragging). This means that cutting, pasting, looping and playing samples is all carried out within these two markers, which makes editing a fairly laborious process.



The 3D FFT display gives a solid representation of the sample currently in memory. The mountainscape is nice to look at, but is functionless.

Although there was a 'rhythm sequencer' on Mastersound and a sample playback option on AMAS, the new software combines these two to produce a more powerful system. You can now assign up to 18 samples to the Amiga's keypad and record sequences by playing notes on the Amiga's keys or on a MIDI keyboard (connected via AMAS's MIDI ports). The programming system is extensive for a built-in sequencer, but the recording method makes life tricky. The lack of a metronome makes it difficult to get the notes right, because the sequencer just puts the note on the nearest available beat. This makes a messy result which takes a lot of correcting.

By clipping sections of your sample, you can program the Amiga's keypad to store them. These stored sounds can then be used to create simple sequences. All you have to do is call up a sample and play a tune either using the Amiga keyboard or an external MIDI device (such as a keyboard or electronic drum pads).



The AMAS hardware is very good and there have been improvements made to the software, the whole thing, though, still has a limited feel. The sound quality is good at high frequencies, but the software has difficulty with predominantly bass samples, introducing distortion at even low-level inputs. The presence of a sequencer is a moot point, because most people who use Amiga samplers will be loading sounds into dedicated music packages anyway. A built-in sequencer like this can't hope to compete with *Music-X* or even *OctaMED*.

AMAS 2 could be worth investigating for the hardware alone. The cartridge performs very well with software like *Audiomaster III* and the inclusion of a combined sampler/MIDI interface is very interesting. The only problem is it's too expensive. Sure, the hardware is nice, but serious samplers will want to upgrade the software at some point, and adding this onto £99.95 could be a little hard to swallow, especially when the Sound Master package only costs £30 more.

Amas 2

SPEED ●●●●
On the whole quick to respond, but some of the editing functions tend to take their time.

DOCUMENTATION ●●●
Mostly good, with a few (very patchy) tutorials, but lacking in information in some areas.

ACCESSIBILITY ●●●
Menus are easy to use, but some pictures could be anything: so you need to read the manual.

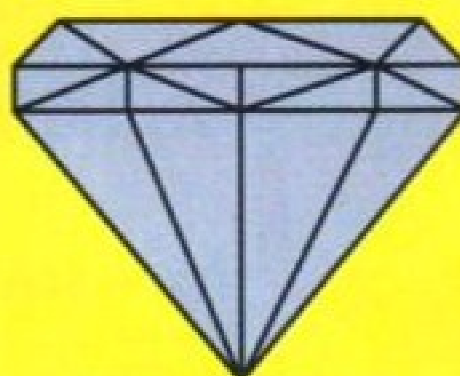
FEATURES ●●●●
A standard helping of edit controls, a sequencer and a redundant, but very pretty, 3D display.

VALUE ●●
At almost £100, this is a bit over priced, seeing as an extra £30 will get you Sound Master.

Amiga Format Verdict **78%**

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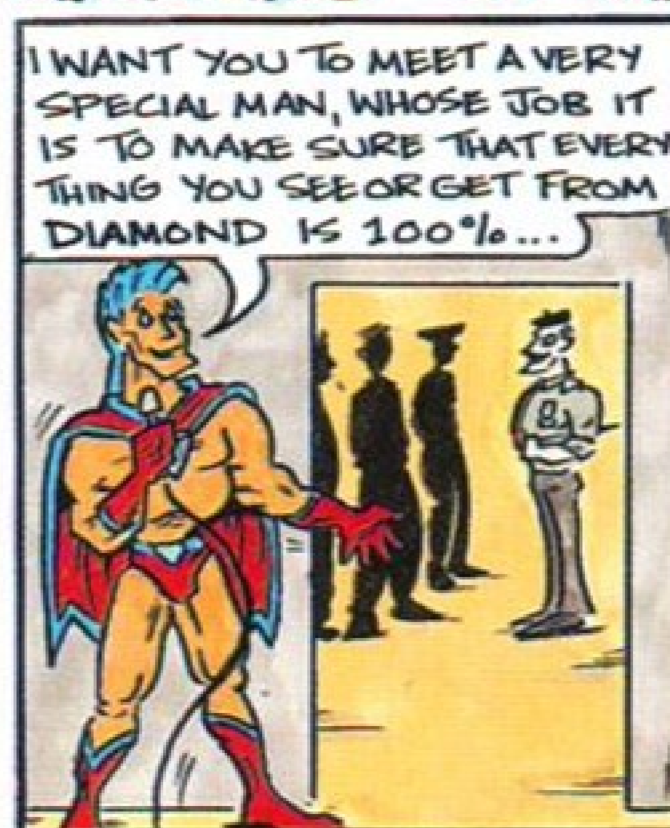
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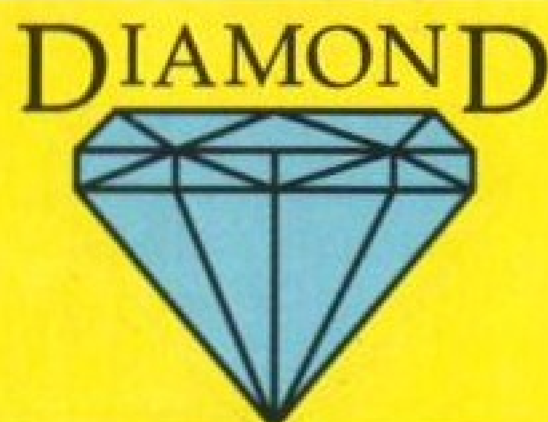








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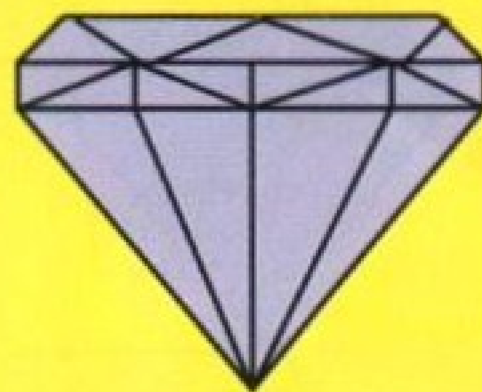
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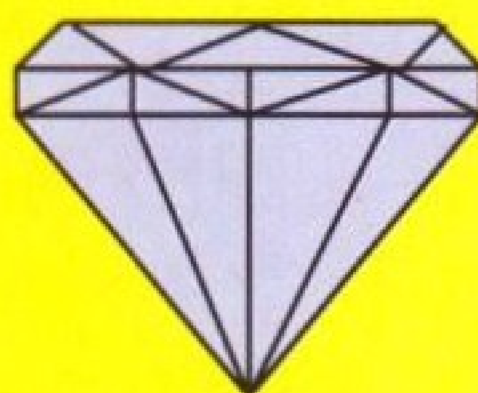
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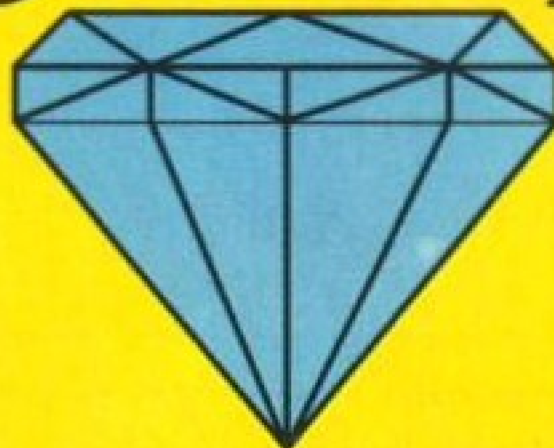
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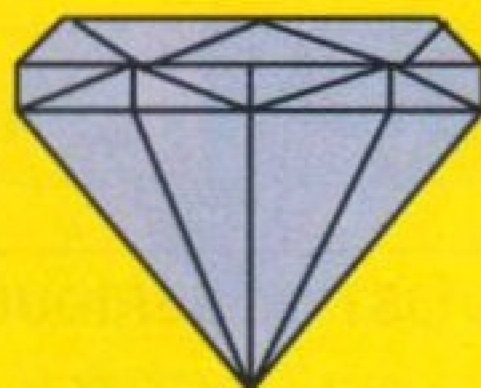
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CAPTAIN DIAMOND'S CDTV PAGE

CDTV



CDTV

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The integral compact disk drive is the key to the power of CDTV. Its storage capacity is equivalent to around a quarter of a million full pages of text. This, when integrated with the 1Mb of internal RAM, creates a system, which, from a CD disk, can give you access to an unimaginable spectrum of real world images, never seen combined before. These vivid images, with words and sounds, give you a whole new dimension in home education, entertainment & information technology.

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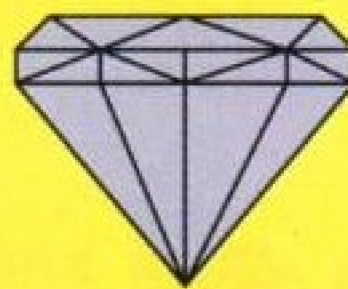
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New sounds from old

All those people who have been using Sequencer One, given away with issue 30, may now be getting a little tired of using the samples given away with the program. **Maff Evans** helps you out by giving you some hints on how to get some new sounds.

MANY OF you non-MIDI users may have noticed that *Sequencer One* allows you to play music without using a single MIDI keyboard or sound unit. This is due to the fact that you can use Amiga samples to play sound directly from your computer. Although it's easy to use Amiga samples, the limited range included with the problem could be stifling your musical expression. So what can you do to overcome this problem? Well, there are a couple of options. You could buy some more sample disks from Gajits, or even buy a sampling package and grab your own new sounds.

There are three basic levels of Amiga sampler, and each one corresponds to two main criteria: how much experience you have in the field of sampling and how much money you want to spend.

For the beginner who is only on a limited budget, a system such as Technosound Turbo (which is available via ***Amiga Format*** mail order on Page 193) may be the best choice. For £30, you get a basic stereo sampling cartridge along with an easy-to-use sampling and editing program. The whole package is designed for the sampling novice, with examples to help you quickly learn how to record and edit waveforms.

If you know some of the basic ideas for sampling, then the middle ground is filled with a number of samplers. Stereo Master and AMAS2, both from Microdeal, (reviewed on Pages 126 and 132) have a more serious approach than Technosound, giving more flexibility and control, but they are a little more complex than the beginner systems.

At the top of the scale are Aegis Sound Master and Audio Engineer. These two cost £130 and £200 respectively, which may be out of range for many newcomers. It has to be said, however, that these are the best packages you can buy, with superb hardware and the excellent *Audiomaster III* software. On the other hand, you can actually buy a cheaper system until you find your feet, then upgrade the software to the new *Audiomaster IV*. This boasts the same powerful editing and crystal-clear sound quality that is found in the two expensive packages, but with even more tools for you to work with.

In order to create music using samples, you first have to find some sounds to use. You can, of course, record samples of any musical instruments you might have lying around, but the main use is to lift sounds from records or CDs. This isn't just a case of plugging in the leads, loading up the software and hitting record, you have to follow some basic rules.

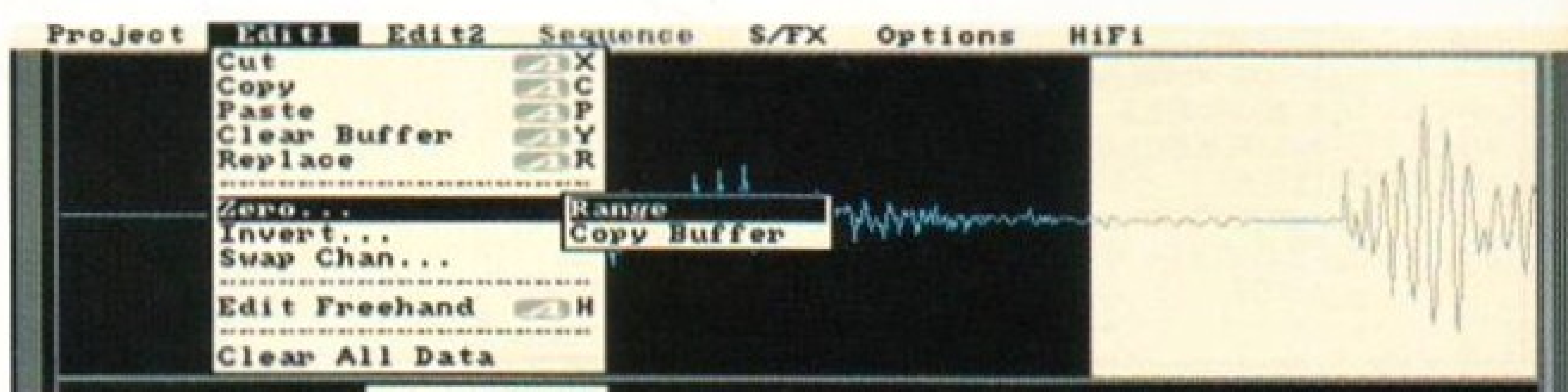
The first thing to do is listen. This may sound rather obvious, but you have to use your ears before you even start sampling to find sounds that can be used. Many people snatch entire riffs (usually drum patterns) from records to produce what are called breakbeats. This is simply a matter of recording the section you want and trimming the start and end points so that it fits in a loop (see later for tips on editing and looping). If you want to record particular sounds or instruments (say a bass sound or a snare drum) then you have to be more careful.

Listen to your musical source for sections where there are as few instruments being played together as possible. It is on these sections where your sound is likely to be played on its own – so don't try and record a snare drum while the vocalist is singing! This takes some patience, because you have to listen for when instruments stand out on their own, with no other sounds on a particular beat! Once you think you have found a section where the sound is being played on its own, rewind to a few seconds earlier, play then hit the record button on your sampler. Stop recording when you think the sound has been recorded, then you can start editing.

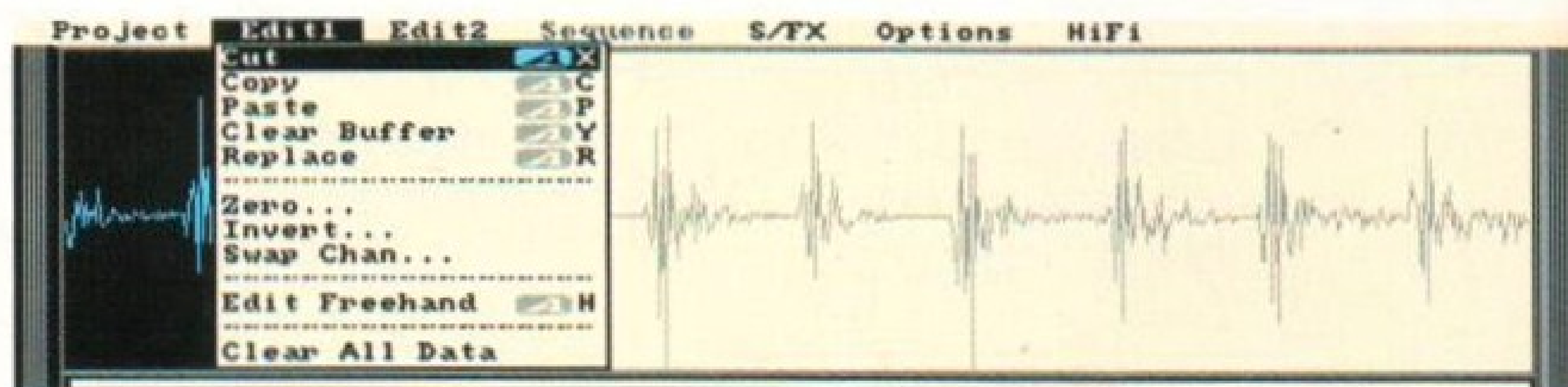
Play the sound that you have recorded a couple of times (making sure you use a function where a pointer or bar traces across the screen) to find out where on the waveform the required sound starts and stops. Once you have a rough idea, mark an area slightly bigger than the sound and zoom in. Move the start and end pointers on the zoomed view and keep playing the sound until you think you've located the



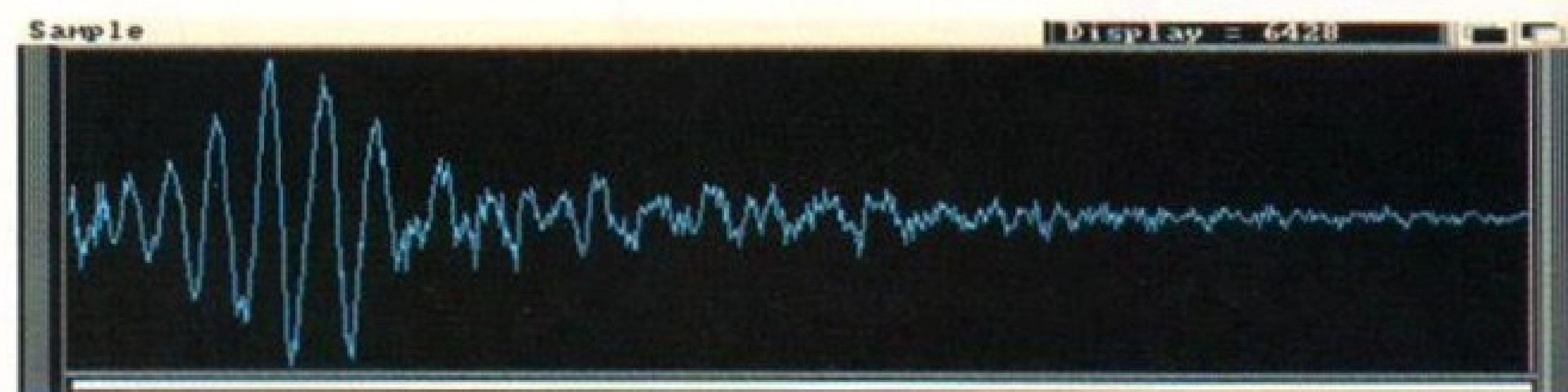
The original sample has a lot of sounds around the one which is needed. What needs to be done now is to isolate the section you want to use.



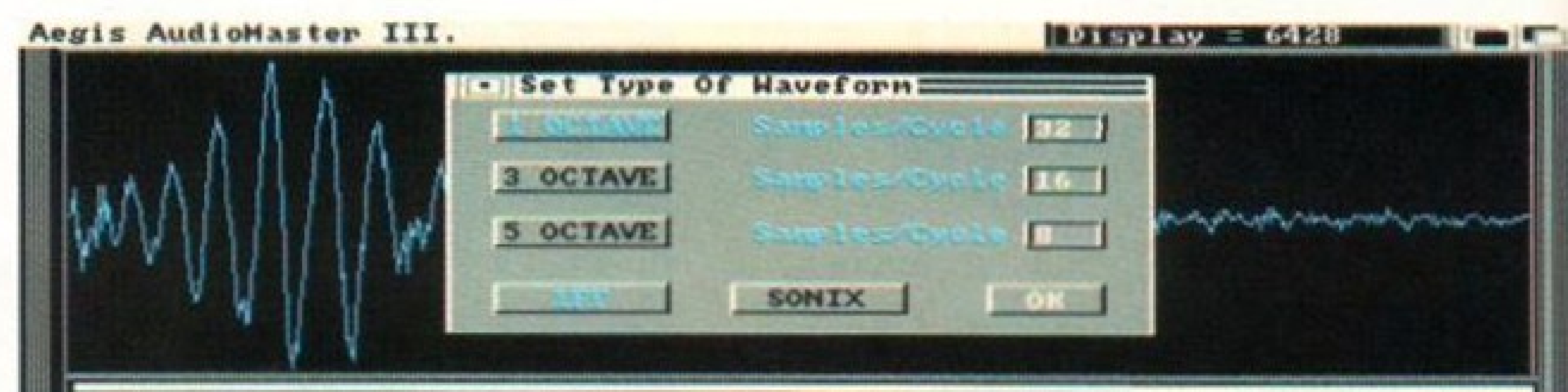
Listen to the sound a few times and when you've found the right part zoom in. Mark out an area directly before and after the required section and blank them using the delete or zero function.



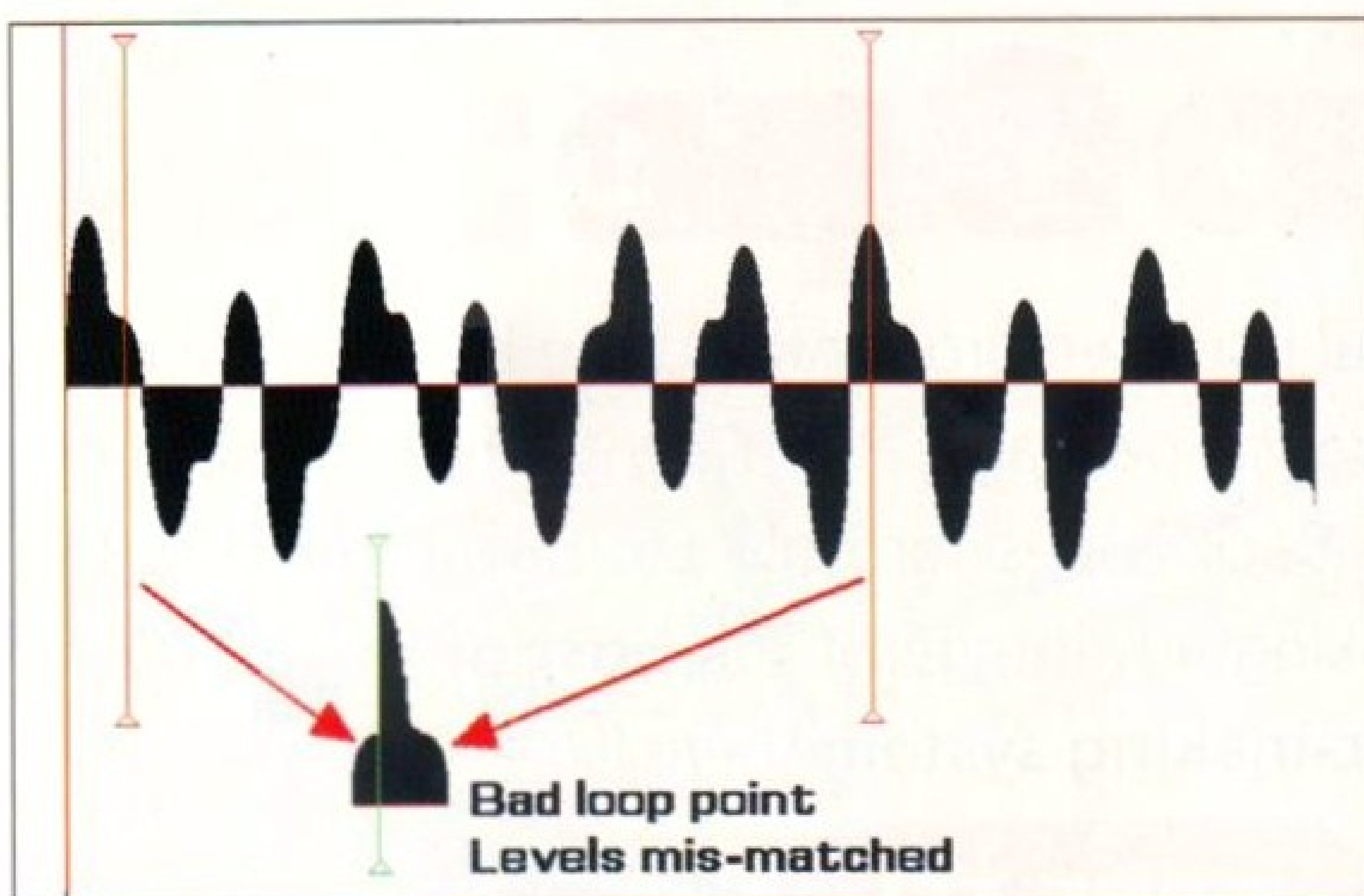
Zoom out to view the whole sample and using the new blank areas as a reference point, clip off the parts not required.

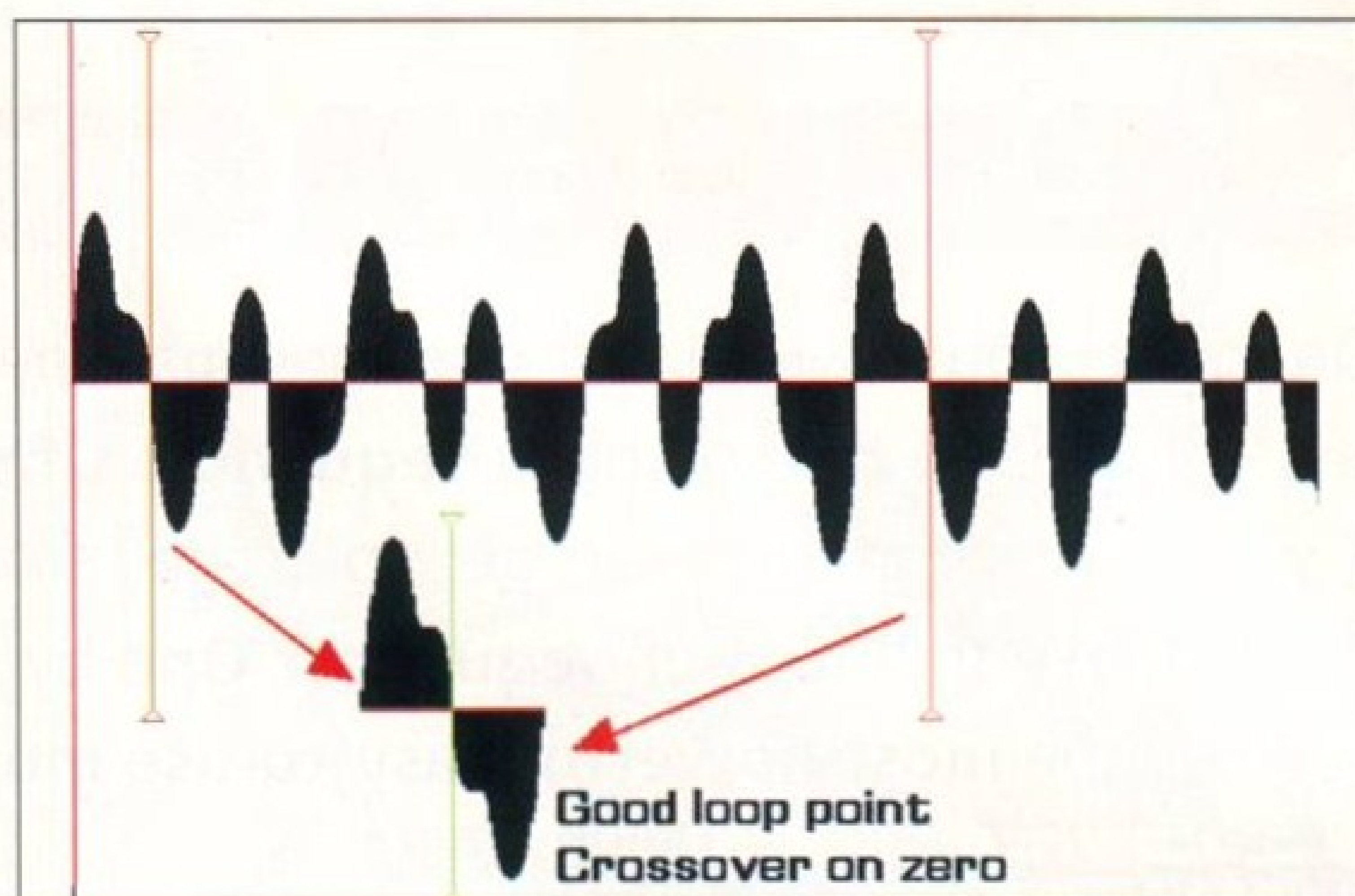


After a bit of trimming to get rid of the surplus blank sections, you should then be left with a useable sound.



Be sure to set the type of waveform for your music package before you save! *Sequencer One* works best with multi-octave IFF sounds. These take up more memory, but they give you a wider range of notes.





The first example shows a waveform with the loop points badly set. The difference in levels on either end of the loop will produce an audible click...

...whereas the second version has the levels properly matched on zero. This will produce a smoother transition between the loop start and end points.

exact start-and-end points of the required sound. Still working on the zoomed view, mark out an area just before the sound starts (that is with the end marker JUST at the start of the sound) and select the option which deletes a sample leaving a gap (usually called a Zero function). Move to the end of the required sound and repeat the process for an area just AFTER the sound. This will 'frame' the sound you want, allowing you to easily see where you should cut.

Zoom back out to the main view and mark from the start of the entire sample, to somewhere in the gap before your required sound. Once the area has been marked, select the CUT option to get rid of the unwanted lead-in. Mark from the gap after your sample to the end of the waveform and repeat the process. You can now zoom in to clip off the gap at the start of your sound.

If the sound is to be used as a 'one-shot' sample (such as a bass, a snare or a kick drum), then try and make sure that the sampler's loop mode is turned off before you save, otherwise it will sound very odd when played back in a sequencer!

If the sound you want is a more sustained instrument (such as a string sound, an organ or a choir) then it may be an idea to set up a loop. This will make the sound 'hold' when you play long notes on a sequencer.

Looping a sound isn't just a matter of sticking loop markers at the start and end of a sound, you have to look for suitable 'loop points'. If you look at a sound's waveform, it's level oscillates up and down rapidly. If the start point of your loop is at a different height to end loop point, then you will hear a distinct 'click'. To avoid this, try and move the points very slightly to keep the start-and-end points at the same level (preferably zero).

Again, saving sounds isn't as simple as it may appear. To save a useable sound you have to make sure it's in the right format. Most music packages require you to save in straight IFF format (usually the default on a sampler), whereas others need to be saved in a particular way. For example, Aegis Sonix will only allow you to use samples in its own format. To use sounds in *Sequencer One*, you will need to save them in multi-octave IFF format. Make sure that you select the three or five octave option on your sampling program before you save the sound, otherwise you will only be able to play a very limited range of notes. You can then load them into Sequencer One via the Sample Palette.

Although creating songs using the samples supplied with *Sequencer One* can be great fun, if you use them all the time it can make your music sound a bit staid. Using your own sound samples gives you almost infinite scope for creating much more impressive tunes – so you'd better start saving for a package now!

Zero-G Datafile 1 and 2

Sample CDs £49.95 ■ Time and Space ■ 0442 870681

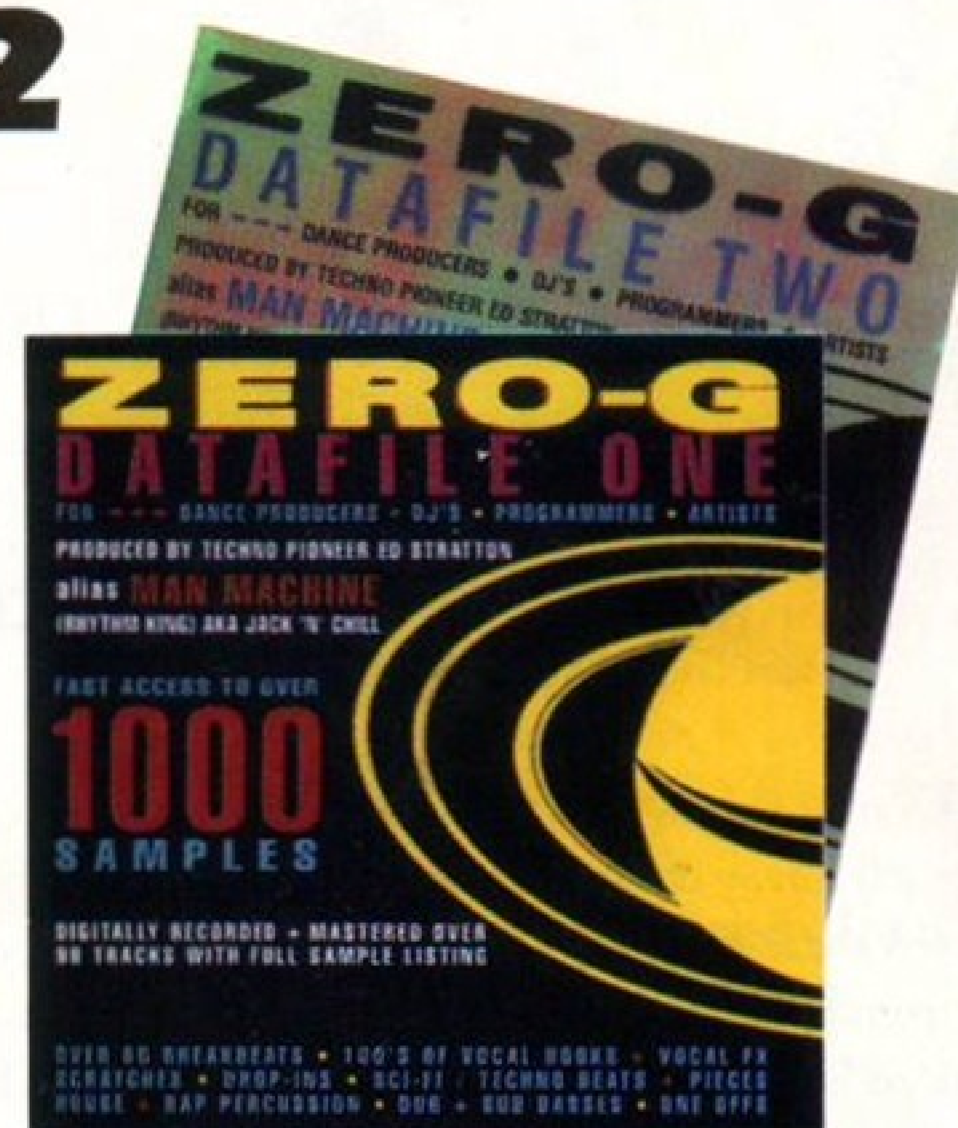
Have you ever tried ploughing through your record and CD collection trying to spot the right sounds? I have and believe me, it can be a real bind. So what would be dead useful is a series of isolated sounds ready for you to record into your sampler. And that's exactly what Time and Space have done with their Zero-G Datafiles.

So far, Zero-G have released two CDs each containing over 1,000 samples which cover a wide range of different 'noises'. What they've included on the disks are individual instruments, various vocal snatches, electronic effects and a selection of drum patterns or 'breakbeats'. The sounds have been arranged in groups (each taking up one of 99 tracks), depending on what type of sound they are. Both discs start by presenting you with a collection of breakbeats, some programmed on a drum machine and others played live. Most of these are taken from dance and techno records. (There are quite a few Kraftwerk passages to be heard!)

After this, there are a series of electronic bleeps and noises, including orchestra stabs, bass sounds and sci-fi sound effects.

Both discs contain whole banks of sounds from well-established and respected drum machines, such as the Alesis HR16 and Roland's TR series (the TR808 was instrumental in developing the current dance style, hence the name 808 State!). The discs are mostly taken up by vocal samples, ranging from the normal dance and rap phrases through to electronic robot lines and even vocal snippets from cartoons.

Both discs are geared towards those interested in producing dance music, but there is a wide enough range to make them extremely useful to anyone interested in producing sequenced electronic tracks. All the sounds have been level-matched to make sampling relatively simple (saving you the trouble of having to adjust the input every time you sample). The instruments have also been tuned so that they can be played together without sounding like a cronky old out-of-tune organ. The main drawback to the series is the price. Each disc costs almost £50, but when you consider the fact that each one contains over 1,000 sounds, that works out at less than five



pence per sound. If you're interested in producing songs on your Amiga using samples, then the initial outlay could justify itself, simply because they are incredibly diverse and extremely useful collections. Stop those sounds being the restricted tools of top producers and send off now!

Sequencer One: the

On the second Coverdisk of the Christmas special issue we brought you the best special offer you could have: the complete **Sequencer One** music package, RRP £89, for next to nothing. If you missed out, you can get your copy from Back Issues for only £5. But it doesn't stop there! Make the most of **Sequencer One** by taking advantage of the **host of extras** which build up the **most powerful easy-to-use music-making system** there is!



***Sequencer One*, the excellent beginners' music program we gave away with Issue 30. If you missed out, get it now from our Back Issues department on Page 184!**

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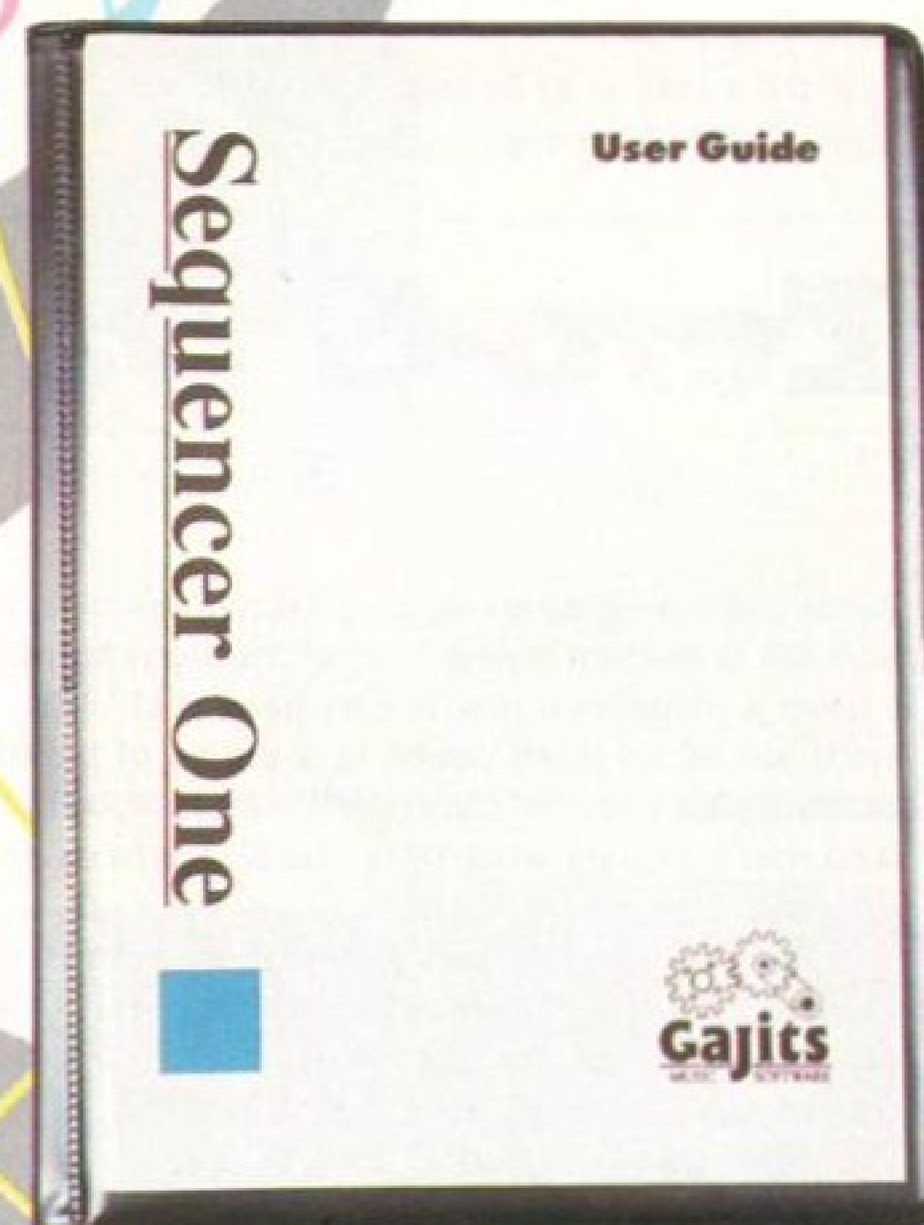
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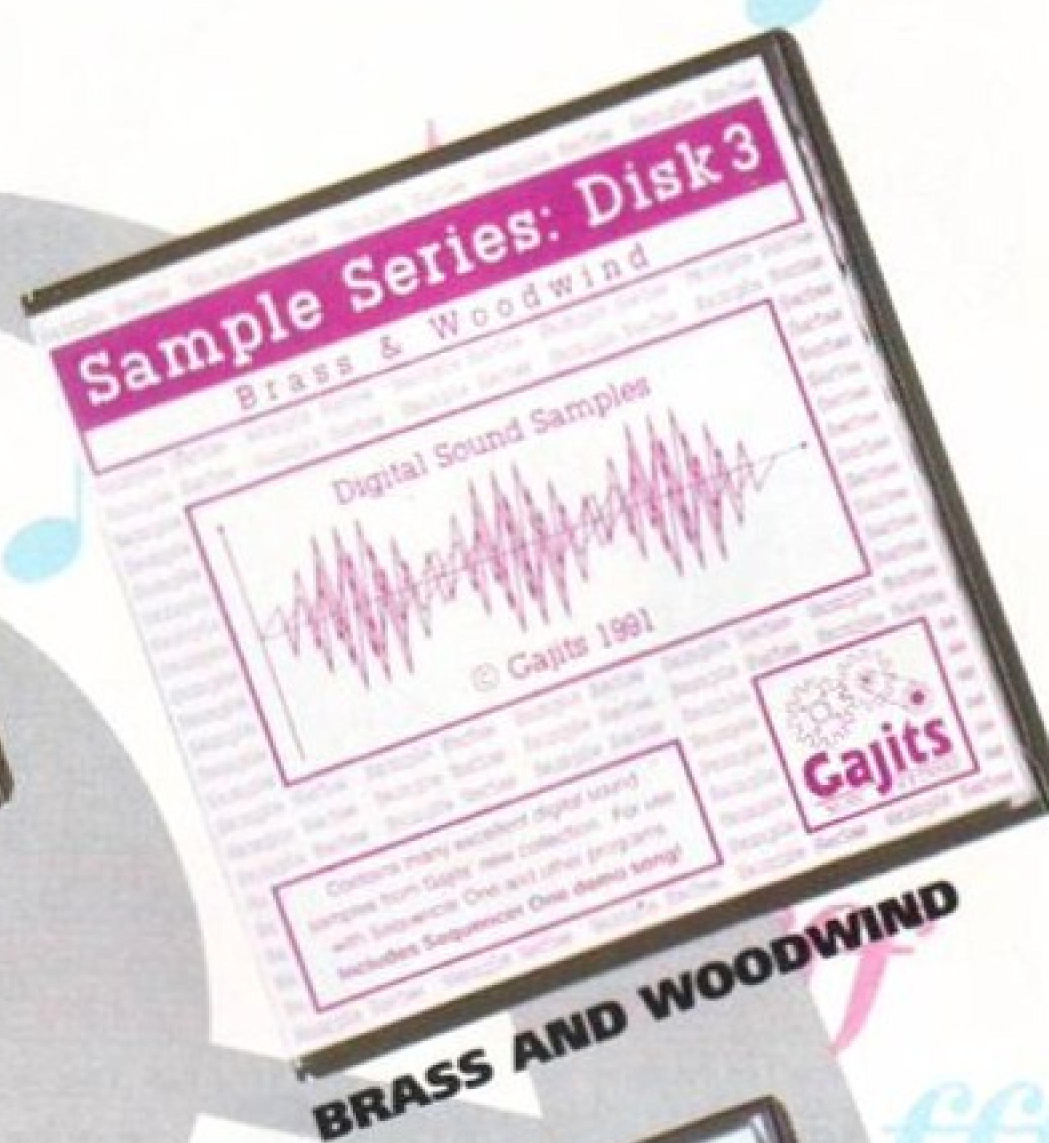
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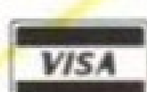
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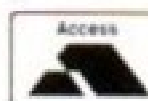


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NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs, demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.



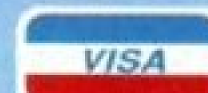
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  Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

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if you enter a command without a filename, then a file requestor is displayed.

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  Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

- **BOOT SELECTOR**
  Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**
  Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**
  Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

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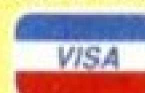
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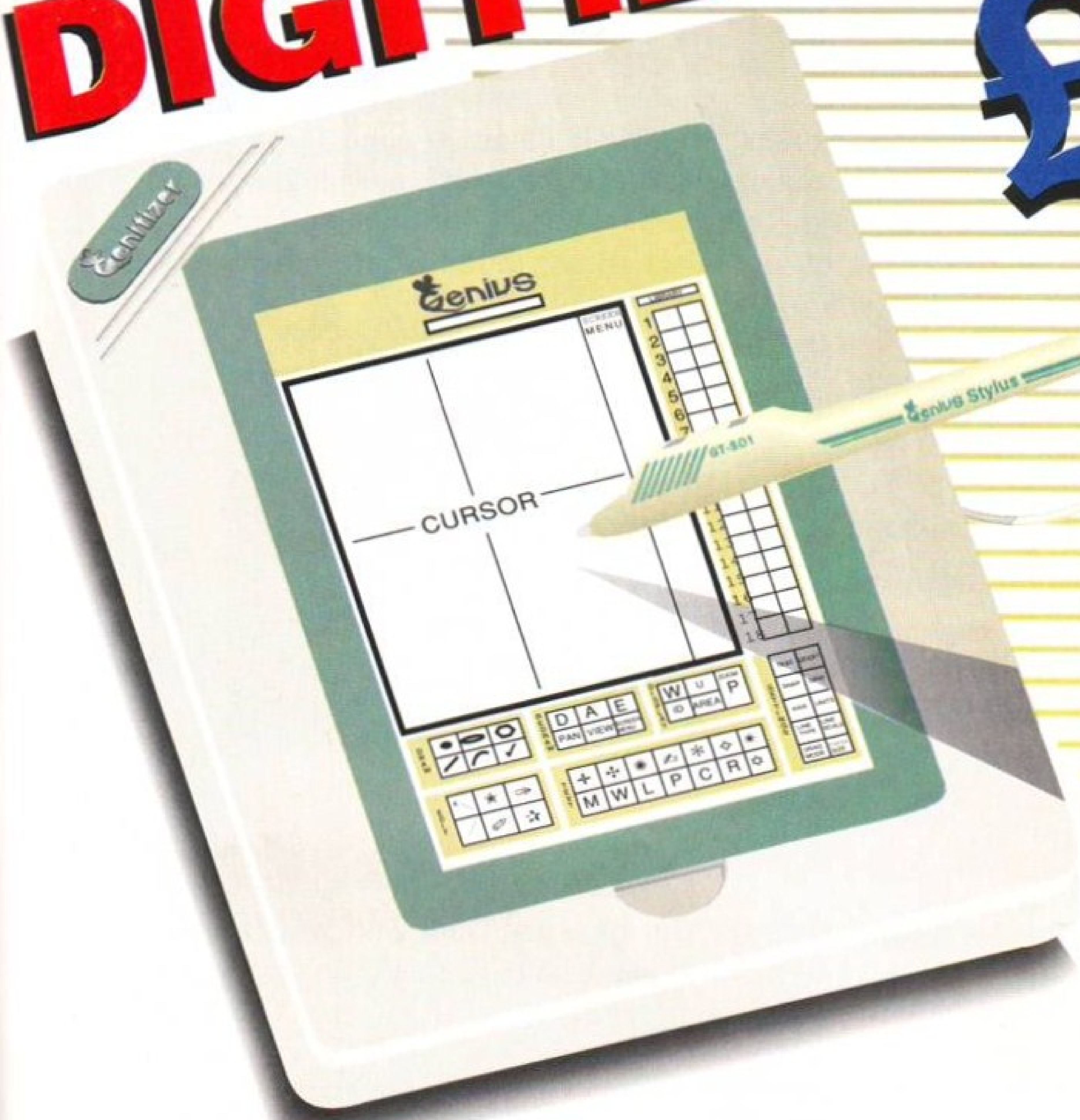
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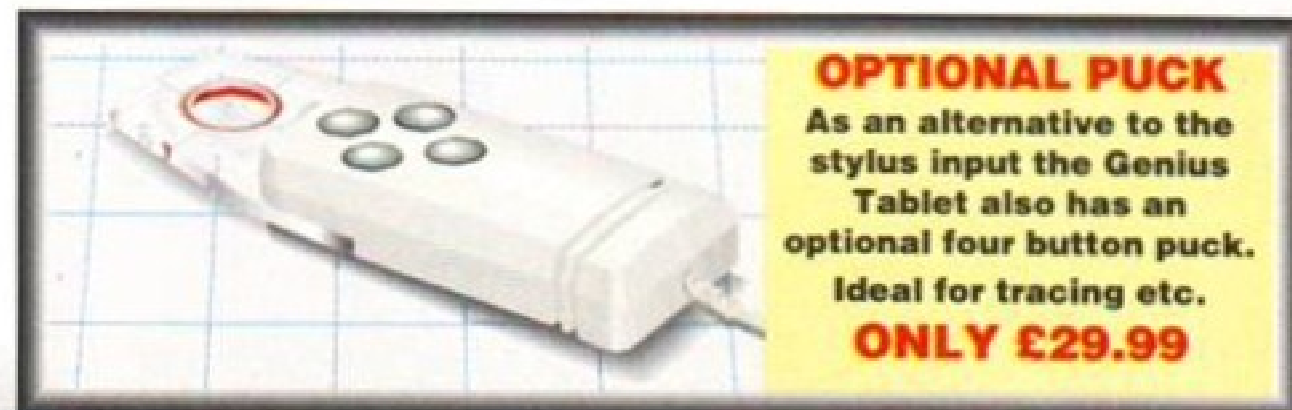
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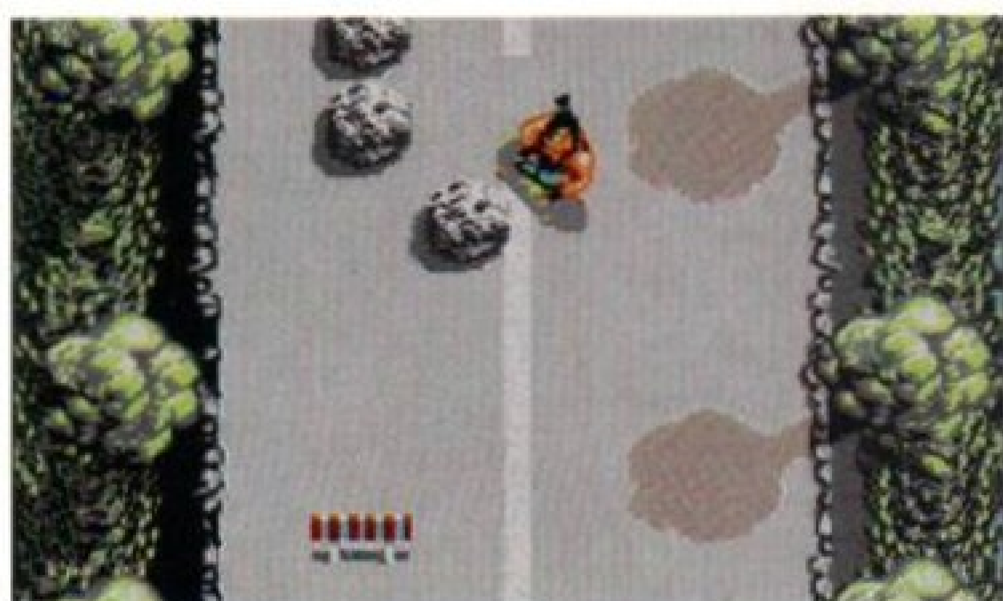
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PD Update

Here are the best form the latest Public Domain utilities and games, the ones that really stand out from the crowd, hand picked from the ranks, especially for you, by **Pat McDonald**.

SKATE TRIBE
17 BIT 1548



Whizzing down the screen at speed, it takes both skill and luck to get very far on *Skate Tribe*.

How many skateboarding games can you actually buy these days, without scouring the bargain buckets of computer shops? Three years ago you were spoiled for choice, now they seem to have died the death.

Which is why it's good to see a fun, simple, addictive and fast skateboarding game become available through the Public Domain. *Skate Tribe* was originally an Atari ST game, written by Jim Wood using *STOS*. Gary Symons took the code and tweaked it with *AMOS* to produce this little number.

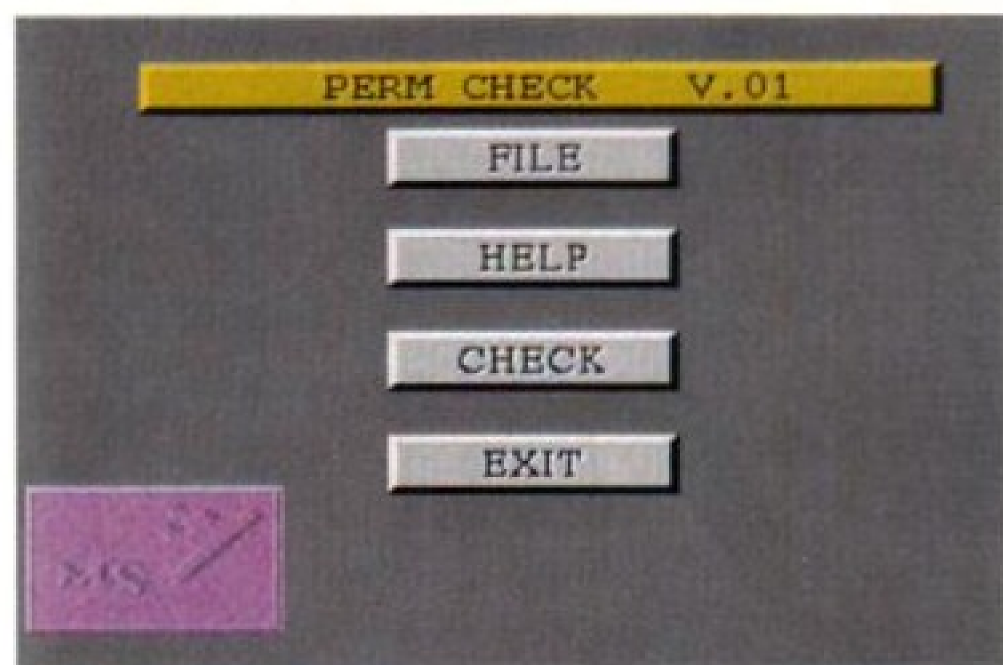
All you have to do is skate down the screen as it scrolls, avoiding various obstacles and collecting the odd dollar bill for bonus points. Nice and simple, but the speed is set high to make it more tricky.

It's neat twisting and turning through the courses – the game needs a fair amount of skill to even complete the first level. Three difficulty levels help, but it's still tough – which is what brought me back for more!

It's not all rosy. The scrolling tends towards the glitchy, and when you hit something all that happens is a big 'BANG!' graphic gets printed on the screen. The sound is appalling, which is understandable considering the game's origins. But it plays very well.

It's a shame that I haven't got a time-machine. If I had, I could take this game back a couple of years and happily make a fast buck by releasing it through a software house. These days, it looks out of step with current fashion – but the PD sets its own trends.

PERM CHECK V0.01
SOFTWARE EXPRESSIONS U122



Actually clicking on the gadgets on *Perm Checker* is easy enough, but typing in all the data that you'll need before you can win the pools is much more labourious.

Checking soccer pools permutations can be tedious. One guy pestered me for months to write a program for this (he has since died, which goes to show that some people have no patience). Anyway, if you have hundreds of different combinations to check, this could sort you out.

A lot of libraries will say this program is easy to use, and they're right, to a point. The point being that you have to enter permutations into a word processor or text editor first. Typing 600 lines of numbers and commas is a tedious task, and for beginners it will take a degree of trial and error to understand just what the program needs.

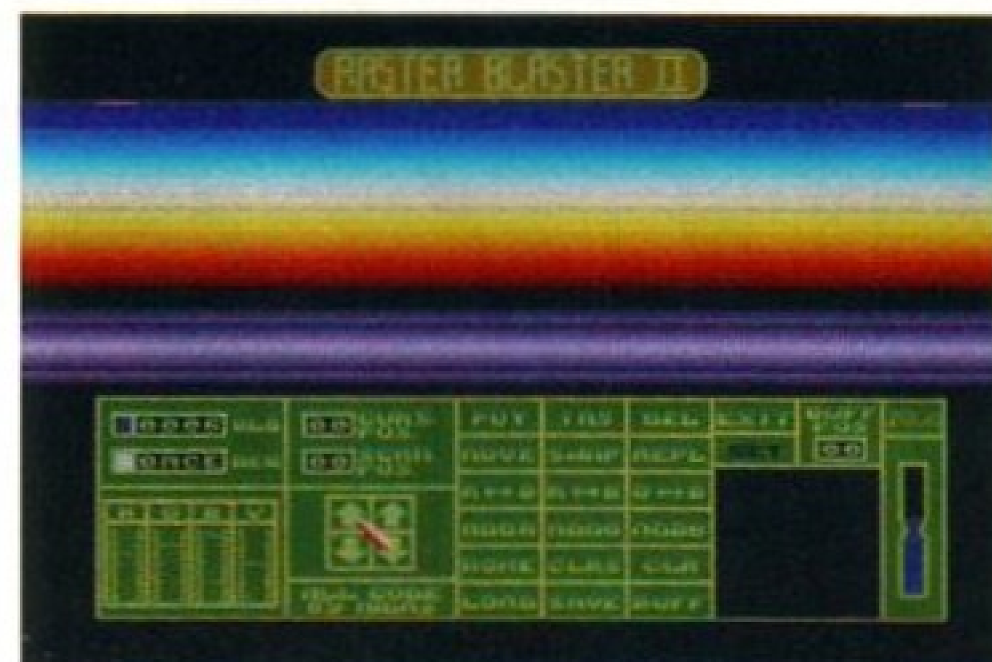
The program can cross reference the data with the number of no-score draws, score draws and home wins. Hours to type all the data in, seconds to use. Paul Morley – the author – knows about presentation.

SHADOW UTILITIES
17 BIT 1530

Those Belgian 'Shadow' people have been busy. Here are three utilities aimed at people who write Public Domain demos (coders). *RasterBlaster II* is used for designing copper lists: the series of numbers used to create the subtly coloured bars on many PD releases.

Although it's easy to paint a copper list on the screen with this program, you can only save them in RAW binary format or assembler data lists. The latter is easier to incorparate in assembly language programs.

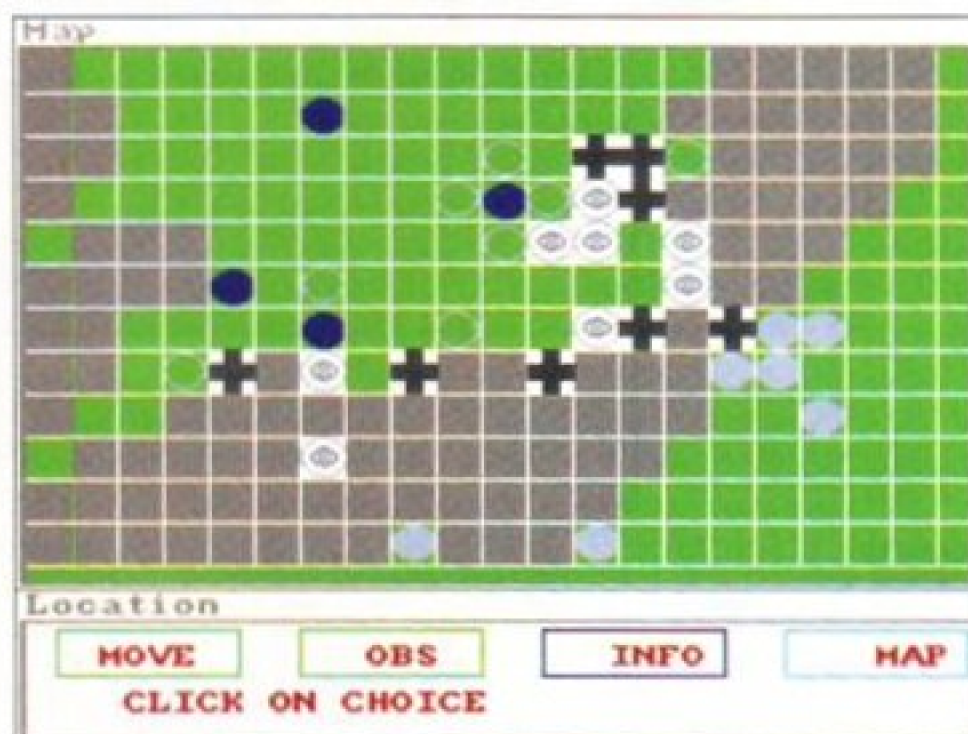
SimpleSinus II is aimed at machine coders. It provides a set of ready-made routines to spin and sweep eight sprites around the screen – tame stuff for the audience it addresses. However, it is easy to use, and could help novice programmers learn more.



Although not quite as good as Deju Vu's Rainbow Warrior program, RasterBlasterII provides easier data for assembly language programmers.

Text Writer is a much simpler program. It lets you design text screens of up to 40 columns wide and 255 lines deep. The data from this can only be saved as RAW (binary) files. Maybe there are much more powerful versions of these, but the presentation is good and they work competently.

RECOMMENDED: BATTLE OF BRITAIN and THE WARGAME
PD SOFT 2162



This is the main map from which you make decisions in the wargame Battle of Britain. Exactly where do you put your planes to have the best effect?

If you've ever wondered if there are any original PD war-games, the answer is yes – an Aussie named Bill Jordan regularly releases them through the Australian MegaDisk PD library.

Battle of Britain is a simple, fast war-game where you control the fighters and bombers of the Luftwaffe or the air defences of southern England. The computer makes a mean opponent, a human one is more fun.

Purist war-gamers may not like it because it simplifies many different parts of the scenario (the forces are split into 10 or less squadrons each and the map lacks detail). Hardened gamers won't like it because the graphics are appalling. So why do I like it? Because it's easy to pick up, quick to play and reasonably challenging.

The Wargame is even better in some respects. The scenario is early-to-mid-twentieth century Europe. Up to six players (human or computer) compete against each other.

All three services are represented (land, sea and air) with three different types of unit. For instance, in the sea department you can build merchant ships, to boost your economy; submarines, to attack your enemies' merchant convoys; and surface vessels, to blockade the merchants and attack other surface ships.

This game is like the classic board-game *Risk*. The map is simple, and the battles are usually decided by attrition. Unlike *Risk*, different technologies become available. For instance, at the beginning bombers have little impact, but later on they can do real damage to a country's economy.

This version of *The Wargame* lets you play for a limited number of moves, but it is possible to finish a game if only two people are playing. The unlimited version (plus a more up-to-date version of *Battle of Britain*) is available direct from the author, for the princely sum of $25 (Australian).

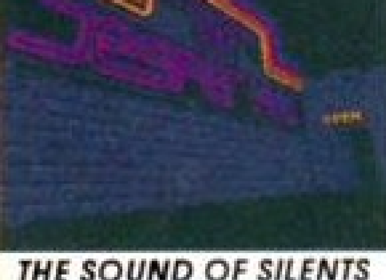
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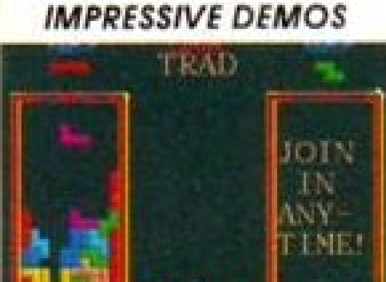

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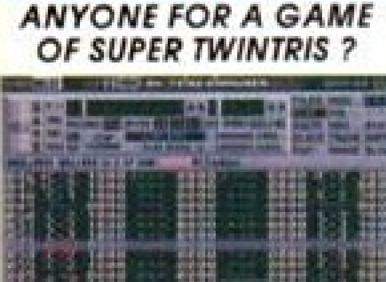

MANGA DEMO - SUPERB MUSIC & GRAPHICS


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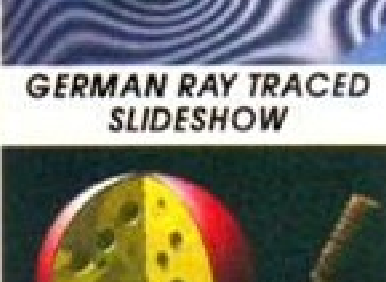

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PU014 BANKIN A complete cheque book analysis program. Keep tabs on cash +
PU015 BIORYTHMS & STARCHART Check your Biorythms & examine the night sky! +
PU016 BUSINESS CARD MAKER Make your own with this useful utility. +
PU017/20 C MANUAL II (4) New and better ! Version 2 now comes on 4 disks! +
PU021 C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!! +
PU022 CHEMESTHETICS Chemistry program for molecule display etc! +
PU023 CHET SOLACE UTILS 26 utilities on this disk.
PU024 CLERK Another program similar to Journal, manages your bank account.
PU025/32 CLIPART 8 disks crammed full of some of the best clipart around! +
PU033/35 COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various +
PU036 CURSER BASIC COMPILER Just what you need to speed up basic programs +
PU037 D-COPY One of the best PD copy utilities available, easy to use. +
PU038 DARKSTAR UTILITES 3 A disk full of assorted useful utilities
PU039 DBW Good PD ray tracing program inc some pictures ! CLI Knowledge. +
PU040 DEMOLISHER UTILTIES 168 easy to use utils something for everyone +
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU044 DESKTOP PUBLISHER From Germany, English translation now available. +
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
PU046 DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
PU047 DOPE INTROMAKER Make your own intros with this utility.
PU048 DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens.
PU049 DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc
PU050/54 EDUCATION SET (5) Five disks full of educational programs. good +
PU055 ELECTROCAD PREVIEW If your'e into circuit design try this now V1.4! +
PU056 EXILE FONTS More of theses superb fontscreens. For use with DPaint +
PU057 FLEXIBASE DATABASE A simple to use database for the beginner. +
PU058 FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
PU059 FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!+
PU061 GENESIS DEMO Superb fractal generator, really good!
PU062 GRAPHICS UTILITIES Load of useful graphically orientated programs. +
PU063 HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility. +
PU064 HARDDRIVE UTILS Some good utilities for hard drive owners. +
PU065 ICONMANIA Loads of programs for icon creation & many icons! +
PU066 ICONS This disk is just crammed with useful & varied icons. +
PU067 IMPLODER V4.0 Very good crunching program, very efficient! +
PU068 INTERFERON PRO Create protection bootblocks against viruses.
PU069 JAZZBENCH A great alternative workbench much preferred by many!
PU070 JOURNAL A nice program designed to keep track on your finances.
PU071 JR COMM 1.02 Latest version of another superb comms package! +
PU072 KEFRENS METALLION UTILITIES Great util disk full of fonts & more! +
PU073/76 KING JAMES BIBLE Old testament & New testament & text reader (4)+
PU077 LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp & Logo+
PU078 M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.+
PU079 MACVIEW,DRAW,ROTATE Collection of three unusual programs.Good!
PU080 MESSY-SID Easy to use PC - Amiga file transfer program, Brilliant
PU081 MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calculator etc
PU082 MOBED A very useful program for editing sprites and bobs.!+
PU083 MORSE PROGRAMS Disk full of Morse code programs for radio hams.
PU084 MYSTIX HARDWARE MODS Documents disk for hardware modifications.
PU085 NCOMM v1.921 Latest & best version of this exellent comms package! +
PU086/7 NORTH C 1.3 (2) A two disk unpacked version of above program. ! +
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !+
PU089 PASCAL COMPILER Now becoming a popular language, now available on PD
PU090 PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!+
PU091 PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200! +
PU092 PENDLE EUROPA UTILITIES 5 Another great compact by the Red Devil.
PU093 PENDLE EUROPA UTILITIES 6 includes copiers and more utilities
PU094 PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
PU095 PRINTER DRIVER GENERATOR Design your own printer driver with this.+
PU096 PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PU097 PRINT STUDIO V1.25 Great utility for accurate printout of pics,text.+
PU098 QBASE Database program, simple to use with full search facility.
PU099 QED A nice easy to use text editor program ! Load, save, print. +
PU100 QUICKBASE A small database program, also Xspell & Text ed on disk.+
PU101 QUICKBENCH Another alternative workbench system, very clever this!
PU102 RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker
PU107 RIM DATABASE Very comprehensive relational database system. Powerful.
PU108 ROT A simple 3D drawing package for your Amiga. Very popular.+
PU109 SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc! +
PU110 SCOPE 115 Structured clipart for use in Professional page ETC.+
PU111 SID V1.6 Newest version of the easy to use CLI utility. Essential !
PU112/3 SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc.(2)
PU114 SOZOBAN C Another very popular C envioroment, similar to North C
PU115 ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
PU116 SUPER 'C' DISK As near to a hard drive as mere mortals get!
PU117 SUPERKILLERS Kills 190 viruses, more than Master Virus2.2. A must!
PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU120 TEXTPLUS V3.00 One of the best wordprocessors, includes Amigaspell. +
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2) +
PU123 UEDIT LATEST RELEASE !Word processing shareware program. +
PU124 ULTIMATE ICON DISK Contains Iconmeister,Iconlab,Iconmaster & icons! +
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures! +
PU126 UTILITIES COLLECTION Another great collection of utilities about 100!
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos! +
PU131 VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.+
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2 disks)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU135 WORDWRITE WORDPROCESSOR Comprehensive wordprcessor with spellcheck-er
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too ! +
PU137 600 BUSINESS LETTERS contracts, letters, allsorts included ! +
PU138 LAST HOPE Priceless when you've just erased a valuable file! +
PU139 GRAPHICS CONVERTERS Convert graphics, format PC disks etc!
PU140 LITTLEBENCH At last a file copier etc for A500+ (Dos 2 ONLY) ! +
PU141/2 TAROT II A better version than the first one, on 2 disks! +
PU143 OPTIUTILS 1 Disk crammed with superb utilities! +
PU144 OPTIUTILS 2 A second disk full of utilities! +
PU145 OPTICOMMS 1 Contains Ncomm 1.921 Lharca, Zoo Arc etc with docs! +
PU146 TEXT ENGINE 2.1 Superb quality wordpro. Get it ! +
PU147 BEATRIX POTTER Clipart converted from the PC. Lovely. +
PU148 AMIBASE PROFESSIONAL Now PD !!! Great new version of this Database. +

ANIMATIONS

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn. +
PA002 AGATRON 2 Misc - jet fighter landing , basic +
PA003 AGATRON 3 Star Trek - Shuttle fly past 1m +
PA004 AGATRON 5 Star Trek Klingon fires torpedoes 1m +
PA005 AGATRON 7 Star Wars Fighter doing loops etc 1m +
PA006 AGATRON 9 Star Wars - Fighter fly by, impressive 1m +
PA007 AGATRON 10 Star Trek - Enterprise in dry dock Good 1M +
PA008 AGATRON 11 Tron - Tank v Deactivator. Good vectors +
PA009 AGATRON 12 Tron animation Not one of the best +
PA010 AGATRON 13 Misc - Robo 1 A robot waving 1m +
PA011 AGATRON 14 Star Trek Workbee & Reliant. 3 shots +
PA012 AGATRON 15 Lotus car, Billiards, & Jet Fighter animations! +
PA013 AGATRON 17 Star Trek TWOK animation Short but okay +
PA014 AGATRON 18 Star Trek - Enterprise fly by. Short anim +
PA015 AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg +
PA016 AGATRON 23 Star Trek fleet manoevre 1m +
PA017 AGATRON 24 Kuli pen animation & Ping pong. Great! 1m +
PA018 AGATRON 25 The run , a suberb car chase 1mg or over. 1m +
PA019 AGATRON 26 A ship rocking at sea, / enterprise leaves dock. 1m +
PA020 AGATRON 30 Contains Hyperspace animation & Landing animation 1m +
PA021 AGATRON 31 Anim of a Porche rising out of a table 1 mg. +
PA022 AGATRON 32 Space - Space probe flying away 1m +
PA023 AGATRON 33 Probe animation Bird of prey animation & Klingonhit! 1m +
PA024 AGATRON 34 Star trek the space office - a bit short +
PA025 AGATRON 35 Space- space probe flying away 1m +
PA026 AGATRON 36 Star trek Bird of prey, loop the loop. 1m +
PA027 AGATRON 37 Misc - Tobias goes knackers! 1m +
PA028 AGATRON ANIMS 5 great short looped animations! +
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??) +
PA030 BAD BIRD ANIMATION Not too bad this one. +
PA031 BASKETBALL A basketball player shooting a ball into the net. 1 Meg +
PA032 BONGO ANIMATION Animation of a man playing the bongo drums. +
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg +
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar.1M +
PA036 CX1 SPACESHIP A cool sculpt 4D anim of a ship circling a globe +
PA037 DART ANIMATION Good animation of a dart passing through an egg!
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game .1M +
PA039 ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker.1.5M
PA040 ERIC-S BATMAN A great animation featuring batman and the joker.1 Meg+
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 1.5 Meg
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but popular.1mg
PA043 ERIC-S MORE AEROTOONS More humorous cartoon capers. Great stuff.1M +
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1 Meg
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon.1M +
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housefly! +
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
PA048 GYMNAST ANIMATION Animation of a gymnast swinging on the bars.1M +
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All 512K
PA050 HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
PA052 LAUREL AND HARDY Brazzel Atkins, select your film from the videos.1M
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Fab. 1mg! +
PA055 LUXO TEENAGER Father & son lamp animation converted to the amiga,1M +
PA056 MAGICIAN II this ones a bit better, more glossier this time round.1M+
PA057 MAGICIAN Similar to the juggler anim, but not quite as glossy 1M +
PA058 MINER A miner truck loading coals into a buggy to be taken away. 1M
PA059 MR POTATO HEAD Watch the potato man in cabaret! +
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair +
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask. +
PA062 PIANO ANIMATION This is an animation of a cartoony piano! +
PA064 PROBE SEQUENCE Probe investigateslife forms on distant planet 1M +
PA065/68 REAL 3D (4)Superb demo of effects possible with Real 3D.1mg! +
PA069 REAL THING HORSES demo of the animation package for deluxe paint. +
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs! (1.5mg 0n +)
PA072 THE JUGGLER the old classic animation that sold 1000s of Amiga's! +
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a book. 1M +
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style. 1M +
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg +
PA076 UGLY MUG ANIMATION The ugly mug goes for a spin! +
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car! +
PA078 WINGS Superb quality red baron biplane animation. Very nice.1M +
PA079 ZEUS BUST ANIMATION Animation of a golden bust rotating! +
PAO79 MR POTATO HEAD 2 Another great Chris Hill animation disk! +
PA080 LEMMINGS ANIMATION Great lemmings animation. Check it out. 1 Meg

POWER ANIMATIONS !

PP001/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now !2M
PP003 AT THE MOVIES Cute anim from Mr Schwartz featuring Amy squirrel 1.5
PP004/7 AUTOMATED LIGHT (4)Fab battlestar galactica type animation. 3 Meg
PP008/10 BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
PP011/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get it. 3.5mg!
PP013/15 DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
PP016 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2mg!
PP017 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP018/20 LOST IN SPACE (3) Remember the old TV series ? This is it ! 2 Meg
PP021/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff.4M
PP025/27 STATION AT KHARN (3) Animation of a a spacestation,nicely done. 2M
PP028/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! GREAT ! 5 Meg
PP034/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP036/37 WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
PP038/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg

DEMOS

PD001 AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
PD002 ALARM MEGADEMO Nice new demo with a good acid type video part +!
PD005 AMOS 3D DEMO Shows you some effects that are possible with 3d! +
PD007 ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray trace
PD008 ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
PD009 ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool !
PD010 ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
PD011 ANIMATORS MEGADEMO A nice new megademo from the Animators.
PD013 BASS MEGADEMO Great megademo with some housey house music.
PD016 BUDBRAIN II Hilarious megademo, house music video & cartoon sketches
PD017 CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
PD018 CHAOS ROCK A fantastic light show based on fractal patterns. +
PD019 COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
PD020 CRIONICS MEGADEMO Includes the superb maddona demo and more !
PD021 CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna
PD022 CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music !
PD023/25 ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! + (3)
PD026 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & fab effects!
PD027 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great!
PD028 DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop!
PD029 DANISH KNOW HOW A classic demo ! well worth getting !
PD030 DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
PD031 DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
PD032 DEVILS LABYRINTH Great new demo with some fab effects,RGB ham plasma
PD033 DEVILS NO REALITY Another great multipart demo from Devils! +
PD034 DRAGONS MEGADEMO An old demo but still one of the classics!
PD035 ELVIRA DEMO An exellent demo of a very good game!
PD036 E P I C Incredble preview to a new game by Ocean, Filled vectors. 1M
PD037/38 ERPLAND (2) Brill kalidescope patterns on this excellent demo! +
PD039 FILLET THE FISH Similar to puggs, but not quite as good. +
PD040 FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny! +
PD041 FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures +
PD042 GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video!
PD043 GOLDFIRE ULTIMATE FX Another good megademo from Goldfire. +
PD044 HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
PD045 INDIANA JONES DEMO Nice clip of the movie!
PD046 IRAQ DEMO Amusing demo of Saddam meeting President Bush .... Kaboom!
PD047 INTUITION MEGADEMO Includes a very good acid type section!
PD048 KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland! +
PD049/50 KEFRENS MEGADEMO VIII Loads of filled vectors and brill music.(2)
PD051/52 KGB MEGADEMO (2) A great house music video & vector drummers.
PD053/54 LAUREL & HARDY Good demo featuring 'The lonesome pine' song.(2) +
PD055 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
PD056/57 MAGNETIC FIELDS SPACED OUT (2) demo disk with great music tracks
PD058/59 MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
PD061/62 MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
PD063 MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
PD064 NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2) +
PD064 NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2) +
PD066 PHENOMENA ECES A very good demo with a light sourced filled vector! +
PD067 PHENOMENA INTERSPACE Is time Linear ? get this demo and find out!
PD068 PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats! +
PD069 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD070/75 PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film !
PD076 PLASMUTEX Kickin SoulIISoul music beats & wild copper and plasma! +
PD077 PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely! +

Vally PD

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MAIN DISTRIBUTORS

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0983 529 594

PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? heres the Amiga demo! +
PD080 PULLING THE TRIGGER Well laid out set of demos. +
PD081 PURE METAL CODERS Present fractal demos disk, very nice.
PD085 REBELS MEGADEMO II An old classic blast from the past! +
PD086 REBELS COMA This one is a classic ! the best Acid style video on Amiga
PD087 REBELS SNAP A nice demo with spooky style music track, Popular still.
PD088 REBELS TRIPLE TROUBLE Some brilliant plasma effects here! +
PD089 RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, very good! +
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music. +
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it! +
PD095 SHADOW OF THE BEAST DEMO Superb demo of a classic game! +
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!! +
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music tracks ! +
PD100 SIMPSONS BY DECAY With superb animation and a great funky music beat
PD101 SIMPSONS EQUINOX Remix of the song & pics of our fave hero Bart! +
PD103/4 ST PEPPERS LONELY HEARTS Great 60s syle demo from Brazzle (2) +
PD105 TECHNOFLIGHT MEGADEMO Not a bad little megademo.
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD108 TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
PD111 UNREAL DEMO Superb graphics & sound in this great demo. +
PD112 UNIVERSAL PICTURES Very impressive filled vector demo in space
PD113 VANGELIS DEMO Great music & superb colour cycled graphics. 1mg. +
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD115 WARFALCONS PURPLE MEGADEMO Another good classic demo. +
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out! +
PD117 WRATH OF THE DEMON DEMO Another to show off the machines graphics +
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD122 AC/DC MONEY TALKS Amusing animated cartoon of Angus & co! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & superb music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
PD126 LEROY 1 Great pack inc, Substance, Shining vector, & more! +
PD127 BASS SUBLIMINAL VISION Very heavy rave music & graphics!
PD128 DIVINE INSPIRATION New music disk by Goldfire. Very good.

MUSIC DISKS

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised ! +
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk very well presented ! +
PM006 ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. GET IT +
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party + !
PM011 QUEEN - THE INVISIBLE MAN Also includes a remix of ride on time
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Some nicely presented music by 4-Mat +
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of some house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes. +
PM016 BEATLES SONIX Lots of Beatles music done in Sonix! +
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great! +
PM019 BRUNO'S MUSICBOX II This is great. Funky music with jazz ideas! +
PM020/21 BRUNOS MUSIC BOX III Some superb jazzfunk music on a 2 disk set! +
PM022 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter. +
PM023 CLASSICAL MUSIC II Another great classical music disk. +
PM024 CRUSADERS BACTERIA Great music disk one of the best ever! +
PM025 CRUSADERS AUDIOX Another classic music disk, great music.
PM026 DEPECHE MODE MUSIC Nice soundtrackered disk of their music! +
PM027 D-MOB MUSIC 3 A Great quality house music re-mix, Really good ! +
PM028/29 D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house !
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant!! +
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brill!+
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035 DIGITAL DEBUSSY Great classical music from Mr Baxter, Clair de lune+
PM036 DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk. +
PM037/39 DO THE BARTMAN (3) The Chart topping song sampled on 3 disks! +
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (some swearing!)(2) +
PM044/45 HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks) +
PM046 GENESIS LAND OF CONFUSION A sample of the well known track. +
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) 2 disks of music with tape select +
PM050 JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. +
PM051 JUSTIFY MY LOVE Remix of Madonna song plus more mixed in!
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box ! +
PM053 LSD DONT PANIC Superb new music disk, exellent quality music.
PM054/57 MADONNA VOGUE (4) Sampled remix of the song, good quality sample !
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music! +
PM059 MANIACS OF NOISE This is brilliant! Great stevie wonder type music! +
PM060 MIAMI VICE REMIX Sampled music + a digitised pic! +
PM061 NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music ! +
PM062 PAT MUSIC I Collection of fantastic ripped music, by various artists.
PM063 PAT MUSIC II Another great collection of ripped music here.
PM064 PAT MUSIC III Another great collection of songs by Pat. Well cool.
PM065 PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena. +
PM066 PHENOMENA MUSIC DREAMS II Second in the series More superb music ! +
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny! +
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track over 22 mins!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin music by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game! +
PM073 SILENTS FULL POWER House it up music. Inc Remix of tricky disco. +
PM074 SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music!
PM075/76 STAR DREK SAMPLED (2) Amusing mickey take of Star Trek.Good laugh!
PM077 TALK TO THE TREES Another very funny sampled music/Comedy track.
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
PM079 TECHNOTRONIX REMIX All of their songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
PM081 TIMECIRCLE MUSIC More Commodore 64 style music. Very good
PM082a/82b VIVALDI - FOUR SEASONS (2) Superb 4 Seasons by Mr Baxter! +
PM083 ZARCH 1 Great music tracks inc, Itsy bitsy,oh no Timmy MalletARGHHHH
PM084 ZARCH 2 Another great pack of exellent tunes!
PM085 ZARCH 3 More good quality tunes on this compilation.
PM086 ZARCH 4 This is the latest disk, good quality as usual. +
PM087/88 HIS MASTERS NOISE Mega new music disk by Mahoney and kaktus ! (2)
PM088 I'M TOO SEXY Great 2 disk set of this recent tune! (2) +
PM089 THE SHAMEN MOVE ANY MOUNTAIN Another great 2 disk set! (2)
PM090/91 MOZART HORN CONCERTO'S 4 superb concerto's from Hugh Gannon! +
PM092 PIANO TUNES 9 great Protrackered tracks from Andy Chilton! +
PM093 UTAH SAINTS REMIX What can you do for me remixed by Tony Hilton! +
PM094 GUNS N ROSES Superb music demo by the rock band.
PM095 HARDCORE III Briliant techno dance tracks.
PM096 LED ZEPPLIN Redition of Stairway to heaven. Great!
PM097 GRAPVINE MEGAMIX Really nice music disk. Worth listening to.
PM098 ERASURE MIX Remix of erasures top songs.
PM099 D-MOB MUSIC 6 Brilliant house music remix.

SLIDESHOWS

PS001 ADDAMS FAMILY The Addams family started when Uncle Fester .... +
PS002 ADVANCE HAM A collection of brilliant digitised pictures with music +
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter. +
PS004 AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one! +
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek. +
PS007 AGATRON 12 Some more great pictures on this new disk. +
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc! +
PS011/12 BORIS VAJELIO (2) Pictures digitised from works by the Artist. +
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality+
PS014/15 BUTTERFLIES (2) High quality slidshow of butterflies, by WS +
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad! +
PS018 CHRIS HILL Great pics from a great artist!
PS019 COLOURCYCLES A slide of colour cycled pictures. Very impressive. +
PS020 CREEP SHOW Iron maiden type pics, Eddie and more. Not music too. +
PS021 DARKLORD SLIDESHOW Lots of pictures in the Darklords style
PS022 DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
PS023 DEMONS III A quality slideshow from C-Dryk of Demons, with music
PS024 DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk. +
PS025/26 DIVINE VISIONS (2) A slideshow of Mythylogical gods with music +
PS027 DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks! +
PS028 FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn. +
PS029 FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi (2) +
PS030 FRAXION FUTURE VISION Great fantasy slideshow, fab for lo res. +
PS031 GARFIELD Digitised slideshow of the cartoon hero by Jim davis. +
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY TRACE High quality ray traced pics by a german artist. +
PS034 GRUSEL SLIDE Eerie fantasy slide from Germany, unusual. +
PS035 HARRY ENFIELD SLIDESHOW A slideshow of Harry Enfield & Smith & Jones.
PS036 HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.+
PS037 HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures +
PS038 HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures. +
PS039 INVISIBLE WORLD Not one for people scared of creepy crawlies! +
PS040 IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more! +
PS041/42 JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2) +
PS043 JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, Joe/scx
PS044 JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
PS045 KELLY SLIDESHOW Some excellent quality HAM pictures. +
PS046 KIM WILDE SLIDESHOW Lots of pics but mainly in black & white. +
PS047/48 MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (2)
PS049/50 MADONNA DICK TRACY SLIDE Quite nice slideshow. (2)
PS052 NAGEL PICTURES Great hi res pictures from a famous artist. +
PS053 NAPALM DEATH SLIDE This one is for over the top moshers only! +
PS054 NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
PS055 NASA SLIDES 2 More pictures, this time viewed from space. good ! +
PS056 NEWTEK DYNAMIC HAM A slideshow of Newteks new 640x512 4096 colors +
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS058 NIGHTBREED Yukky slideshow from the film. Music suits the pictures !+
PS059/60 NIGHTMARE ON ELM STREET SLIDESHOW great for all freddy fans (2) +
PS061 NIK WILLIAMS Some very well digitised pictures from the pictureware.+
PS062 NW DYNAMIC HAM More from the Nik Williams series.Superb quality. +
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I Slideshow on various subjects very nicely done. +
PS065 PHOTOMONTAGE II Another great slide of various subjects. +
PS066 POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & PSB +
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution. +
PS068 ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.+
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS071 SPACE BUBBLES Great fantasy art pictures in interlaced ham. +
PS072 SUPER HAM CARS Superbly digitised slideshow in interlaced HAM. Mega!+
PS073 SUN CONNECTION SLIDE Great ray traced pictures on this disk. +
PS075 TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great!+
PS076/77 TERMINATOR II SLIDE Great slide of a great film! (2)
PS079 VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed
PS081 WATERSHIP DOWN Cute side of those rabbits, great for the kids. +
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !+
PS085 YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred ....+
PS086 SONIC DYNAMIC HIRES 5 Superb 4096 colour pics on this disk! +
PS087 ALTERED DECEPTIONS Superb disk of pictures from Chris Hill! +
PS088 EVOLUTION SLIDE Pics from one celled life to humanity?? +
PS089 RAINBOW SLIDES Zippy & Bungle & the theme music!
PS090 FRACTALGEN Great fractal landscapes & star studded skies+ music! +

MUSIC UTILITIES & MIDI

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores. +
PT003 ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping progs!
PT004 ASSASSINS AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series. +
PT006 DELUXE MUSIC DATA Some scores need midi synths, (needs Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Also handles sampleS
PT011 KAWAI K1 Editor for changing your patches on your keyboard
PT012 KAWAI K4 This is similar to above, a patch editor for K4 synths.
PT013 MED 3.2 Very latest version of this superb sequencer. Great ! +
PT014 MED MUSIC DISK Some nice med music on this disk +
PT015 MIDI DISK Contains lots of useful midi programs for synth owners +
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to a stand alone program.
PT018 PERFECTSOUND SAMPLER Nice sample edit program with some samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details+
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer everybody uses this one
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality samples. Excellent !!! +
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.
PT031/2/3 ST-87 - 89 3 disk full of great samples! +
PT034/5 ST-97 & 98 2 more great disks full of samples! +

UTILITIES

APD002 + TREASURE SEARCH Find the buried treasure in this fun game
APD052 + FORMS REALLY UNLIMITED a Great form designer program.
APD062 + ARCADIA A nice version of the popular breakout game
APD076 + RAINBOW WARRIOR Paint with coppers and save them out!
APD083 + AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 + REVERSI + SNAKES & LADDERS 2 well known games
APD096 + PAIR IT Match the cards to make a pair,easy to play 1mb
APD097 DYNAMITE DICK Nice little amos game+ living slideshow
APD103/4 + PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD109 + WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 + CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 + BALLOONACY Good version of the classic 'Bomber' game.
APD130 + THE WOODEN BALL A shareware game 1mb
APD132 + FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 + SIMON & SPACE MATHS 2 educational games on this disk.
APD137 + TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 + SPANISH TUTOR Good if you need to learn Spanish
APD148 + DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 + MISSILE COMMAND Nice version of the old classic!
APD166 + PICK UP A PUZZLE Datadisk 3

PUBLIC DOMAIN DISKS ONLY ...

99p

PER DISK !

THIS OFFER ONLY APPLIES WHEN YOU BUY 20 OR MORE DISKS !

APD167 + JIGMANIA Datadisk 1 (needs LPD13)
APD176 + DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180/1 + DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD182/3 + PIXIE KINGDOM Another good exploration game on 2 disks
APD190 + BLACKBELT Chop the blocks in this martial arts game
APD198 + BOMBS FROM BAGDAD/PRODIGAL SON
APD205 + R-DRAW 1.48 Another well laid out drawing package.
APD221 + AMOS BINGO/CRACK THE CODE 2 games on this disk.
APD229 + AMOS MULTIPAINT Another Amos paint program!
APD230 + AMOS ASTEROIDS Four versions of the asteroids game.
APD231 + AMOK Your robot is trapped in a strange world 1mg
APD237 + SHAPES Very nice little puzzle game.
APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette labels
APD271 + WIZARDS DOMAIN Nicely done graphical adventure game
APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
APD314 + BLACKJACK TRAINER A nice new blackjack game!
APD318 + BOING Get Herbert back home to his village!
APD325 + HANGMAN V2 Hangman game with editor!
APD326 + HYPERBALL Latest version of woodenball, an exellent game!
APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
APD333 + AMERICAN FOOTBALL RADIO VERSION You are a football coach!
APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!

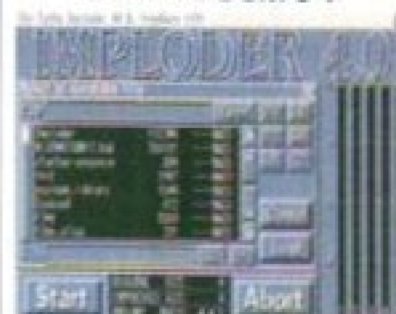
De Ja Vu Licenseware £3.50 Each

LPD01 + COLOURING BOOK Colour in the nursery rhyme pictures
LPD02 + ARC ANGEL MATHS An educational game to help kids with maths
LPD03 + GALLEONS Follow up to the popular dogfight II game.
LPD04 + THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 + FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD24 + SHINING WAY OF KUNG FU 2 disk game with good graphics (£5.50)
LPD25 + THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 + BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 + HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 + MAGIC FOREST II Great sideways scrolling platform game
LPD40 + SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 + RESCUE A 3D adventure game done with 3D construction set
LPD42 + X-STITCH Print out pics for embroidering, with documents
LPD43 + LAZERZONE A very nice shoot em up game.
LPD44 + FORMULA ONE CHALLENGE Nice road racing game.
LPD45 + MUSIC BOX A music program for children of 7 upwards.
LPD47 + DIRTY CASH An exellent fruit machine program.
LPD49 + MARVIN THE MARTIAN A maze type game, collect keys etc!
LPD51 + MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 + LC24/200 FONTS Same as LPD22 but for 24 pin printers!
LPD55 + SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 + CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 + KIDDIES CLIPART Another nice clipart disk!
LPD58 + LOCKS KEYS & ENEMIES New game!
LPD59 + THE PREHISTORIC FUN PACK Great disk for the kids!
LPD60 + TECHNO SNAIL Good new game!
LPD61 + THE FINAL CHAPTER Very good!
LPD62 + REVOLUTION Very nice disk!
LPD63 + WILBERTS WINTER WONDERLAND Superb little platform game!
LPD64 + RESCUE II Follow up to a good adventure game!
LPD65 + POWER PLANNER New program!
LPD66 + HOTEL MANAGER Great board type game, very good!
LPD67 + CYADONIA (CYAD II) New follow up to Cyad game!

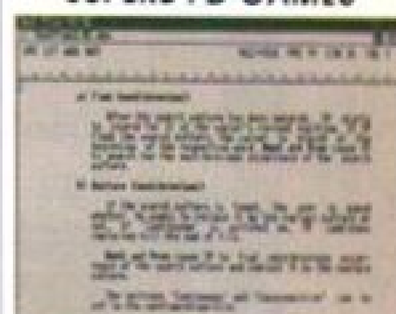
PLEASE NOTE: DUE TO THE CURRENT DISK SHORTAGE WE MAY BE FORCED TO CHANGE PRICES. IF YOU ARE IN DOUBT PLEASE CALL FOR CURRENT PRICES. E&OE

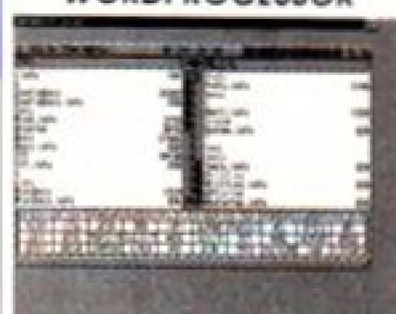
ALCATRAZ MEGADEMO (5 DISKS)
A FORTY MINUTE 3D EPIC, THIS IS ABSOLUTELY SUPERB ! CHECK OUT THE REVIEWS ON THIS ONE !

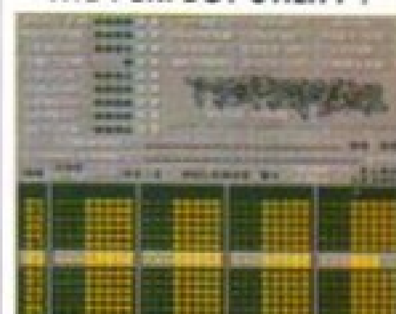

RAY OF HOPE 2 - PRETTY DECENT DEMO !

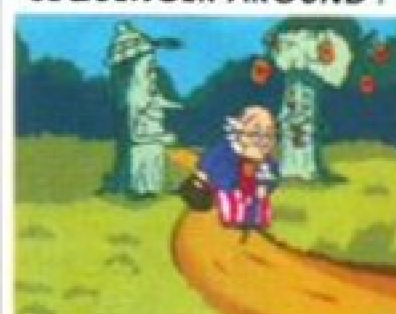

IMPLODER 4.0 A POWERFUL CRUNCHING UTILITY

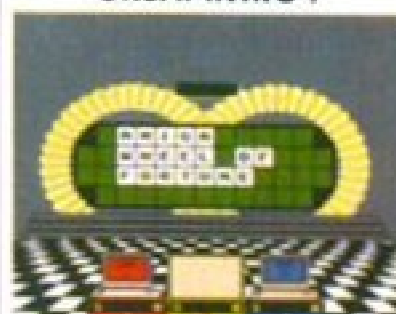

MEGABALL - ONE OF THE SUPERB PD GAMES


TEXTPLUS WORDPROCESSOR


MESSYSID II & SID THE PERFECT UTILITY !


PROTRACKER - THE BEST SEQUENCER AROUND !


BRUNOS MUSIC BOX ! GREAT INTRO !


WHEEL OF FORTUNE ON LEARN & PLAY !


BART SIMPSON IN FULL EFFECT !

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CATALOGUES AVAILABLE FOR:- FISH DISKS 1 - 570, T-BAG DISKS 1-60, SCOPE , AMIGOS, AMICUS, SNAG, SMAUG.
Please call for prices on Blank disks, Etc.



START
UPD/F3, 20 HOLMESIDE
SUNDERLAND SR1 3JE
091 565 2506

RECOMMENDED: POWER UTILITIES

AMIGANUTS 848

This disk is not aimed at pure programmers, but rather those who want to set up their own disks and systems to look snazzy without learning about all those hideosuly complex programmer-type things such as hexadecimal numbers and machine code mnemonics. The mighty Metallion of the Kefrens PD coding group is the responsible party.

That's not to say that they're a piece of cake to use – but if you can copy files from one place to another with Shell and edit a startup sequence, this disk provides the tools for setting up tight, professional-looking disks.

First up is *New Topaz*. The Amiga defaults to the Topaz 8 font – that's why 98 percent of Workbench screens use exactly the same font. A font, for those not in the know, is simply a style of type. Although you can change the font used for printing text using a program like *FastFonts* or *SetFont*, an awful lot of software gets very confused with different fonts.

This program doesn't set up the Amiga to use a different font: instead, you can load an 8 x 8 size font which masquerades as Topaz. The Amiga thinks it's using the standard Topaz font (as do font-fussy programs) and so you can use the font you want without causing incompatibility problems. However, *New Topaz* will only load fonts saved in RAW (pure binary) form. It cannot use standard AmigaDOS fonts. Which does make the whole process slightly more complex.

The good news is that also on the disk are the *PowerFonts 8* and *PowerFonts 16* programs (the two versions are for editing fonts of 8 X 8 or 16 X 16 size). The *PowerFonts* programs can load in AmigaDOS fonts, although they can only save RAW or assembler data files.

Also on the disk is *PowerBoot*, for creating custom boot block menus. Up to 10 programs can be launched through such a menu, although they must be named as the numbers 0-9.

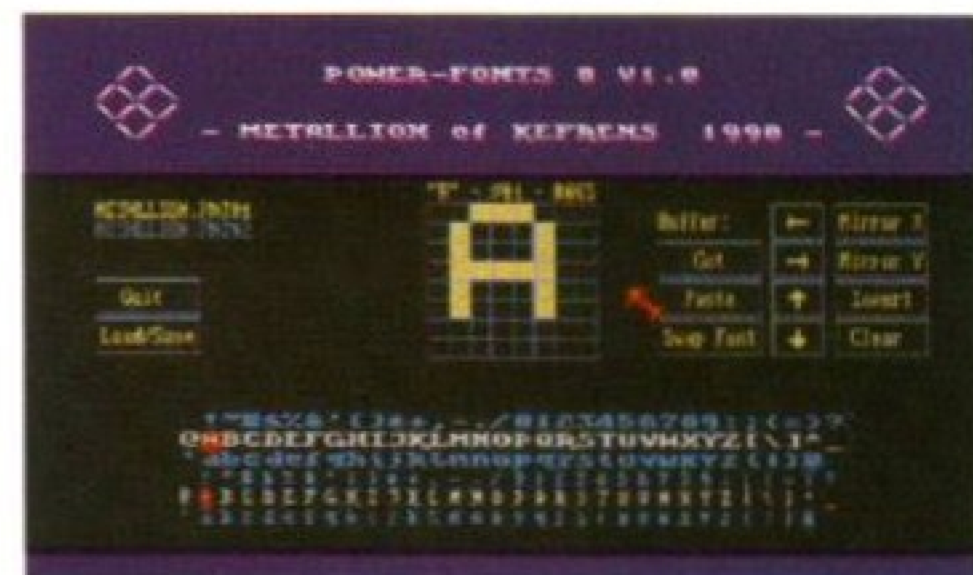
DOS Windows is darn handy for customising the AmigaDOS/Workbench window, letting you resize the window and use up to 16 colours (of course, you can do that anyway with Workbench 2).

QuickRAM sets up 14 of the more commonly used commands in the RAM disk, to save disk accesses to Workbench. Sure, you can do this manually – except that using *QuickRAM* is much faster, because all the commands are compressed inside one program, rather than being a set of separate, standard Shell commands copied one-by-one to the RAM disk.

Finally comes *PowerMenu*, an excellent program which can run menus designed with a text editor or word processor program. The resulting menus look very good and work quickly.



Making a custom boot block to run up to 10 programs quickly and efficiently has never been easier, although there is a danger that a virus-checker program will mistake your custom boot block for a virus.



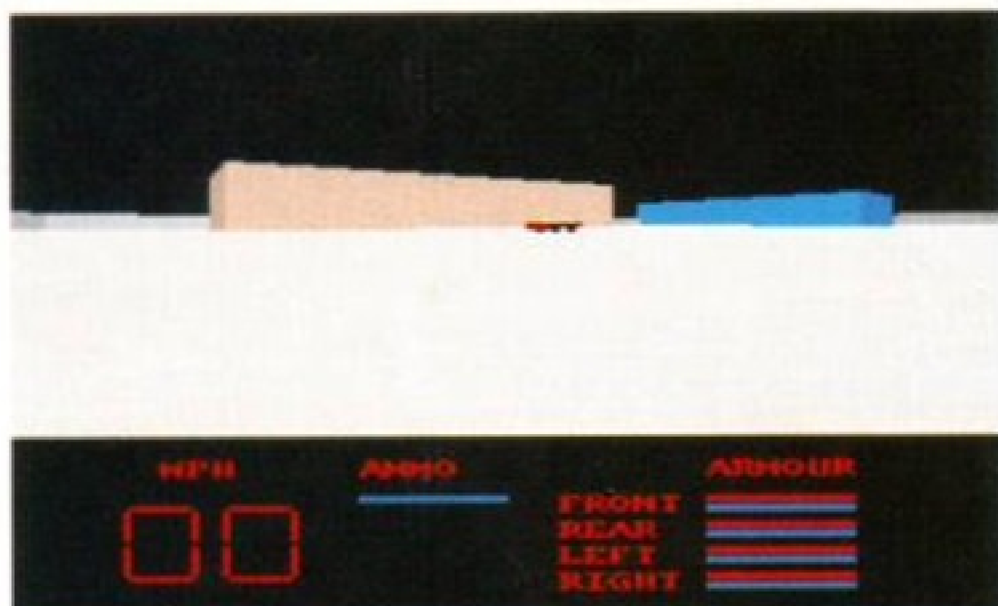
The excellent *New Topaz* program lets you use a custom font, and *Power Font 8* (pictured here) can be used to design your own personal typeface.

BATTLE CARS

NBS G192

This is played in a simple 3D maze, you have to out-race and out-shoot your opponent (computer, or a human on a different Amiga wired to your own with an NMC – Null Modem Cable).

The 3D view moves very fast, and the movement is very responsive. However the game lacks long-term interest. David Jameson's next release should be much better – although he'd better work on the depth sorting.



The maze in *Battle Cars* is very simple – two square blocks in the middle with a solid wall to limit the movement. If only the computer's movement was as predictable!



One of the most important decisions when you're managing a racing team in *F1 Challenge* is which engine to buy. A good driver is important, but he needs the hardware.

FORMULA ONE CHALLENGE

DEJA VU LPD44

This is not a racing game in the same vein as *Indy 500*. Instead, it's a management game – choose a team to manage, buy a car, engine, tyres and driver, and off you go on a world Grand Prix season.

Many factors conspire to prevent you from winning – factors such as changeable weather during races, smashes, and miscellaneous costs can put your team's finances in the red and you out of a job.

F1 Challenge lacks a lot in terms of presentation (your first few games are spent just working out the correct methods for starting a race).

I like it though, because it's got one thing that few other PD releases have got – a certain depth. Once you know how to race, the real challenge is in learning how to win. It gives a few insights into the problems of running a Formula One team. For hardened management sim players everywhere. Well done, Stuart Rennocks.

TOP TEN UTILITIES OF THE MONTH

Every month, we look at the best-selling utility and game PD disks from a particular library, so you can see what's popular...

SOFTWARE EXPRESSIONS

1. All New Star Trek
2. Messysid
3. Viz Clip Art
4. Survivor
5. Golf Recorder
6. Megaball
7. Wordwright
8. Cartoon Brushes
9. Amibase version 3.76
10. TAP Utilities

CONTACT LIST:

All the Public Domain programs and utilities reviewed here can be obtained from the following PD libraries.

AMIGANUTS PD: 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX

DIRECT ACCESS: 6 Stubbing Brink, Hebden Bridge West Yorkshire, HX7 6LR. 0442 844215

17 BIT: PO Box 97, Wakefield, West Yorkshire, WF1 1XX. 0924 366982

DEJA VU: 25 Park Road, Wigan, Lancashire, WN6 7AA, 0942 495261

NBS: 1 Chain Lane, Newport, Isle of Wight, PO30 5QA

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD, 0702 466933

SOFTWARE EXPRESSIONS: Studio 4, Hebron House, Sion Road, Bedminster, Bristol, BS3 3BD, 0272 637634



CUT, TICK & POST.....CUT, TICK & POST

Credit Card Hotline (0702) 466933

PD Soft (AF32) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

VARIOUS UTILITIES

❑ **V016 FISH TANK SIMULATOR** A program that simulates an aquarium. Visually pleasing.
❑ **V028 SPELLCHECKER** Current glossary contains over 9,000 words. You can add more words as you go alone.
❑ **V029 HOUSE HOLD INVENTORY** Means of maintaining all your House hold possessions.
❑ **V041 DPAINT ART** Conatins loads of pictures for you to mess around with. Loads into your Dpaint.
❑ **V048 TV & VIDEO GRAPHICS (8)** Packed with background screens for your video productions. Different types of graphic styles. **Peel** takes an IFF Picture and peels it down the screen, & more.
❑ **V086 VIDEO PRODUCTION (2)** Both disks are packed with video & genlock utilities.
❑ **V109 PRINT STUDIO** Excellent for printing pictures or text. For Printer users. An excellent progrcm for all printer owners. inc other utils.
❑ **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options, includes search disk.
❑ **V193 THE EMULATORS** Covers Various **(2)** Formats which includes **CPM, IBM-PC & ST** IBM & ST Programs requires two disk drives.
❑ **V194 M.R BACKUP HD** An excellent Hard disk back up program. Backs up all or any part of the drive.
❑ **V195 GRAPHIC CHANGE** Exchange graphics between Atari St/PC Graphics to the Amiga.
❑ **V215 DISKMASTER V3.2** Copys files from one disk to another. **DISKSALV** corrects & repairs.
❑ **V261 TEXTPLUS VERSION 3.0** This disk is not just an update butcompletly New Word processor.
❑ **V262 DUPLICATION & BACKUP:** Super Duper, Turbo copy, Sanity copy & PCopy. Four new copiers to backup your originals for save keeping.
❑ **V277 FORTRAN -77** V1.3c Compiler, linker & run time support library. F470
❑ **V279 CROSSWORD CREATOR** A program that creates crosswords. UPDATED VERSION.
❑ **V284 MCAD PROGRAM** The Object Drawing Program for the Amiga.ie CAD
❑ **V285 EDUCATIONAL:TYPING TUTOR** A Simple tutor which measures speed.
❑ **V291 POSTSCRIPT INTERPRESTER V1.5** An excellent Post script interpreter for the Amiga
❑ **V298 NORTH C V1.3 (2)** Unpacked Version of the best c programming program.
❑ **V301 EYE OF THE BEHOLDER HINT BOOK** Inc Maps, Strategy & Solution.
❑ **V306 CHAOS STRIKES BACK HINT BOOK** Inc Maps, Strategy & Solution.
❑ **V306 A-GENE V3.125** Lastest version of the Family Tree program. reviewed in CU Amiga.
❑ **V307 VIDEO TAPE DATABASE PROGRAM:** Catalogue all of your video tapes on a database.
❑ **V311 JACK NICKLUS COURSE DISKS (5)** Various New courses for the Golf Game.
❑ **V318 PRO TRACKER V1.1B & SOUND TRACKER V2.6** The Lastest & best versions these's programs.
❑ **V323 ANALTICALC SPREAD SHEET (2)** At lasta new version that works. Excellent disk.
❑ **V327 SOUND TRACKER CONVERTER** Converts music modules in executables.
❑ **V329 MESSY SID** Converts/Transfers Amiga Text to and from any IBM PC disks/Amiga.
❑ **V332 AMIGA PUNT PROGRAM** Horse racing prediction program for the amiga.
❑ **V333 KING JAMES VERSION OF THE BIBLE** Packed for your amiga disks **(4)**
❑ **V338 TRANSFORMER V3.3** This is the Latest version of the IBM Emulator disk.
❑ **V339 SPECTRUM EMULATOR DATA DISK 1:** Adventure Classics needs v216 or V443
❑ **V341 CLIP ART COLLECTION 2** Eight more disks totaly packed with excellent clip art. **(8)**
❑ **V349 SID (V1.06)** Replaces the CLI command line & makes life every easy. recommended for all
❑ **V350 BUSINESS CARD MAKER** Design your own Business cards on the Amiga
❑ **V354 PDS UTILITIES No 13 Free Copy**, Removes protected games copy protection so that theuser can install them on his/her hard disk. **VMK**, Another new virus killer. **Disk-Cat**, Can creator your own disk catalogue. **Scenery**, creates some excellent fractal based land scapes. **Nuke**, Kills the Latest virus.
❑ **V358 GENESIS LANDSCAPE** Sculpt or mould any landscape fractal, various types (FF501)
❑ **V361 PDS UTIL'S:14** Music based collection this fine, The latest mod compact program, The New **Noise Player** program, The Latest **Multi Player** program, which willplay various modules not just one type. Some **Modules** for most music programs, & **New instruments**.
❑ **V366 600 BUSINESS LETTERS** There are over 600 Standard business letters on this disk. Can be used as they are or insert some parts into your own letters/text.
❑ **V390 DESK TOP PUBLISHING PROGRAM** The first amiga PD Desk Top Publishing program. Includes various extra features over the old Word processor, Test Editor, Graphics editor & loads more.
❑ **V392 AMICASH** The best bankin program that have ever used on the amiga. easy controlls.
❑ **V393 PDS UTL No 15: Boot Games**, The idea is to install one of two games onto your disks bootblocks, Brakout and Breaker, very simple to use. **BootGen**, Another booyt block program. **BootPic**, This program will install any IFF picture onto your disks bootblock, **Trainer Maker**.
❑ **V394 CHEMESTETIC** is a program that draws molecules using the calotte model. The meanathat atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine
❑ **V395 UEDIT WORD PROCESSOR V2.6h** This isa shareware word processor editor with various lean modes, a command language, menu customiza-tion, hypertext, on line help, a teach mode, split windows, copy & paste, undo, features.
❑ **V396 PDS UTL No 16: Dataeasy**, Excellent database program which needs NO CLI knownage to use, nice menu driven system. **LandScape**, drawning program based around a landscape
❑ **V397 MANDELBROT ADVENTURE KIT** a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens.
❑ **V399 PDS UTIL'S No 17** Stitchery is a pattern program & **sMovie** a video production scroller.
❑ **V400 RAY TRACER CONSTRUCTION KIT** A Ray tracer for the amiga computer. Load Workbench first
❑ **V401 WINDOWBENCH V1.0 (2)** This is an excellent Workbench replace an is styled in Amiga Workbench II form, Recom/Mended.
❑ **V403 AMOS UPDATE V1.32** The latest update for the program Amos.
❑ **V410 PDS UTIL'S No 1: PRINTING UTILITIES** Vcious utilities for any printer user, theres some excellent programs here like, **PPType**, PPShow, ABFD, View, **Tiny Print**, Takes a text file and when printed through this program the text comes out very small (To the printer). **PPMore**, Font List, Extract, PrintFont, **FastJet**, A program for Deskjet 500 users you want to use the resolution enhanced graphic set. **GWPrint II** .

MORE UTILITIES

❑ **V411 NCOMM V1.921** The latest version of that excellent Modem program. On of the best Modem programs on the Amiga.
❑ **V413 WORKBENCH 2 & WORK STATION** This is not just another workbench clone. It's a collection of utilities with the Workbench theme. **(2)**
❑ **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
❑ **V417 SUPERBENCH & EXTRAS** An excellent repl-acement disk with more utilities than the original WB **(2)**
❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
❑ **V423 C: COMMANDS** This disk is filled with utilities which can be used in any Startup-sequence
❑ **V424 PDS UTILITIES No 18** Another collection of utilities by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system.
❑ **V429 DIGITAL MARKETING DEMO MAKER** A new demo creator and not by Red Sector (2 Disks)
❑ **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
❑ **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
❑ **V439 AMIGA C: MANUAL II** Tihs manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out **(4)**
❑ **V443 SPECTRUM EMULATOR V1.7 By KGB** Various new features but the main updated feature is that it now has sound ability.
❑ **V444 PRINTER DRIVER UPDATE DISK III** Now contains instruction how to install them. All previous drivers included on this disk. Over 90
❑ **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program.
❑ **V455 LAND BUILDER** A fractal generating program to generate landscapes.
❑ **V456 PRINTING UTILITIES No 2: LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended. Various other good utilities.
❑ **V458 NIB COPIER** Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.
❑ **V463 SUPER C COMMANDS** The disk is not as full as some others but comes with instrustion.
❑ **V465 1000 UTILITIES** Multi Plot, multi draw, Multi Mcad & VT-100 v4.036.
❑ **V468 DIGITAL ADRESS BOOK** Collect & save your address lists on computer, By Mark Jarvis.
❑ **V470 CLIP ART** Another excellent collection of clip art to load into any DTP program **(4)**
❑ **V475 P.SUITE V1.4** A collection of programs called P.Write, a simple word processor, P-Draw, P-Render and much much more. Excellent disk
❑ **V477 THE SUPER KILLERS II: BOOT X v4.13**, This is the best virus killer disk to date kills over 200 virus & may be more, Includes Various excellent killers such as Boot X, v4.13 can install loads of lock protections & more. An excellent program for hard disk users. Recomended.
❑ **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles, Programs & Utilities.
❑ **V484 ADVETURE SOLUTION (2)** Another good collection of adventure solutions for various games.
❑ **V486 DWB RENDER** Another ray tracing prog
❑ **V487 HACKS & POKES** Excellent new collection
❑ **V488 A-RENDER V3.0** Another ray tracing prog
❑ **V489 AMIBASE 2** This is the latest updated version of the excellent database program. now includes various excellent new features.
❑ **V490 MESSY SID II** This is the latest version. It will read MS-Dos disks and tranfer any text files to & from the PC disk / Your Amiga. So you can do work on an IBM or an Amiga and swop text between them.
❑ **V491 TEXT ENGINE V2.1** Another excellent word processor program that works on the A500 Plus.
❑ **V492 JAM RIPPER V1.7 & JAM CRACKER V1.0** A music editor & monitor which also contains an excellent music ripper program.
❑ **V493 DESKBENCH V (3)** This is an excellent Workbench replacment with special utilities. (3)
❑ **V496 ELECTROCAD V1.3** Another Updated on the cad drawing preview written in Amos.
❑ **V497 BEATRIX POTTER CLIP ART** An excellent collection of clip art for any DTP program or Dpaint.
❑ **V498 THIEF SOUND RIPPER V3.0** Finds Sidmon 1, 2 (Midi), JHam cracker, Future Composer, Sound monitor, NoisepProtracker, Startrekker, Delta, soundsystem, david Whiaker & Noisepacker.
❑ **V499 STAR CHART V1.2** This is an excellent star plotting program with some intresting features.
❑ **V505 FAULTY TOWERS SAMPLES** With these sames you can create some weird music.
❑ **V501 NEWSFLASH 21** System Info update, mega mon V3.0, IFF Con, Moni, No Directory, Last hope, Imploder V4.0, Deplode. **(2)**
❑ **V503 SOUND & MUSIC BAGS 1/2** These disks are packed with samples, modules & Utilities **(2)**
❑ **V509 MED V3.2** This is another update to the Ultimate sound music program.
❑ **V510 LITTLEBENCH** This workbench replacement is the first one for the new Amiga 500p computer
❑ **V511 THE SUPER KILLERS V2.2: BOOT X v4.30**, This is the best virus killer disk to date kills over 200 virus & may be more, Includes Various excellent killers. An excellent program for hard disk users. Recomended.
❑ **V515 THE A64 PACKAGE V3.0** A very complete C 64 Emulator Actually runs faster that 64. **(2)**
❑ **V517 VIDEO & IMAGES PACK 1: ToolsOnTop**, Does fades, colourbars & gray bar generation. **TitleGen** Will do crawing credits. **Slistore**, Creates over the shoulder graphic inserts like the 9 o'clock news. **(3)**
❑ **V520 GRAPHICS AGraph** Creates colourfull pie, bar and line graphs. **Picbase**, shows reduced versions of all your IFF pictures on disk / hard drive.
❑ **V521 PLOTTING & GRAPHICS: PlotXY** a powerful full featured plotting package. **Plans** a well done computer aided drafting program.
❑ **V522 ARP V1.3 : Conman v1.4** Makes many im-provements to AmigaDos and makes your system easier to use. Includes full users developers guide.
❑ **V523 DICE C Compiler** Matthew Dillons full feat-ured powerfull C Compiler and environment system. **(2)**
❑ **V525 LABEL MAKER V1.3** An excellent disk printing program with various new features.
❑ **V526 DRAW MAP v3.1** Will now generate any 16 colour palette with user control. New features include larger maps with national boundaries, improved help and printing **(2)** Requires 1.2Mb

❑ **T860 TBAG DISK OF THE MONTH : Utilities**, bBasell, An excellent Database program. SysInfo, compete systems information on your computer. Screen Jeager, CpuBlit, OneKey. **Graphics**, Shadow maker, Word Search, Connex40 & Amitroll.

MEGA DEMOS

❑ **1988 RAY OF HOPE II** This is one of the best graphical mega demos we have seen he at PD-Soft.
❑ **1995 KEFRENS - GUARDION DRAGON** The latest production from this great group.
❑ **2028 IBB - MANGAD** This production has been voted **DEMO OF THE MONTH NOV/91** by all here at PD-Soft. Excellent Sound, music & Graphics.
❑ **2043 PHENOMENA - OBVIOUS DISASTER** More
❑ **2120 DMOB - ITS A LAME D-MO** That right after many of months there back with a excellent VECTOR PRODUCTION Voted **DEMO OF THE MONTH DEC/91**
❑ **2124 SHADOWS MEGA DEMO** This is a great action packed mega demo to keep to well amused for hours **(2)**
❑ **2143 PARADISE - INFINITE DREAMS** Great demo production with plenty of innovative parts.
❑ **2150 KEFRENS - MUSIC MEGA MIX** An excellent new stereo mega mix from kefrens.
❑ **2151 BLOODSUCKERS - NAKKISORMIS MEGA DEMO** A Great 3d Graphic effects show.
❑ **2152 BLITTER MIRACLE MEGA DEMO** - A Great looking colourful interactive demo.
❑ **2174 HYPNAUTIC HAMMER** A Fantastic fast moving Animated Mega Demo with great effects.
❑ **2203 RAM-JAM / THE GROVE** An action packed Mega Demo credited by Ram-Jam. Very Good
❑ **2208 MAGIC / MEGA DEMO** An intresting demo
❑ **2211 TRACKRO / VECTRA** A New style Mega demo with some Great Graphics & FX. Voted **DEMO OF THE MONTH JAN/92** By all here at PD-Soft.
❑ **2216 UNKNOWN TERRITORY / AXIS** A Brand new demo thats out of the world, Recomended by us.
❑ **2217 TRACKMO / REDMIX** An interactive Media demo with fantastic Graphical effects & sound.

STAR TREK SECTION

❑ **AT03 NCC 1684 Reliant** Shuttle fly by. **F15 Jet Anim** By Allen Hastings. **NCC-618 Nelson.**
❑ **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing **NCC-1864 reliant** Very good.
❑ **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A**. The classic animation.
❑ **AT14 GRABBER WORKBEE** lands on the Enter-prise Ship. Anim & another NCC 1864 Reliant.
❑ **AT16 THE STAR TREK** Animation of the bridge & various pictures from the films Star trek.
❑ **AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**.
❑ **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise NCC 1089 Grissom.
❑ **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
❑ **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
❑ **AT26 THE SHIP** Animation rocking at sea. Star Trek animation: **NCC 1701-A** Dry docking.
❑ **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
❑ **AT34 LEAVING SPACE OFFICE** Animation, **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
❑ **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
❑ **1081 THE ULTIMATE STAR TREK** Game by Tobias Richter. v1.0, (2 Disks)
❑ **1254** Star Trek The Shoot m Up game
❑ **1696** The Star Trek trivia quiz game
❑ **2033 STAR TREK MEGA DEMO (2)** T.Richter presents a Mega demo of Star Trek pictures.
❑ **SMAUG120** The Star Trek the game by Eric Gustafson. US import reqires 1Mb and (3) disks
❑ **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (2) disks
❑ **AMUSE19 TREK73** A strek trek Battle Simul-ator where you can attack klingons & Romulans
❑ **V367 STAR TREK INFORMATION** A Data base of all the original series. Very Detailed.
❑ **V447 STAR TREK SAMPLES** Various sound from the Cast of Star Trek original
❑ **V480 WHOM II - THE NEXT GENERATION**

DEMOS

❑ **1762 TERMINATOR II SLIDE SHOW** There's some excellent pictures from the film **(2)**
❑ **1867 THE KLF EXTERNAL STEREO REMIX** One of the better house music disks. Stereo
❑ **1951 CRYSTAL SYMPHONIES BY PHENOMENA** Another excellent production, recomended.
❑ **2004 TECHNOTRONIC MIX (1MB)** The Beat Factory Presents this excellent Megamix.
❑ **2037 ENIGMA - SADNESS 1** Another cover version of a spectacular music dance track. 2086 BUZZARD ANIMATION (3)
❑ **2099 PSYGNOSIS - HISTORY TRIP** Pictures from all of there excellent computer games.
❑ **2105 QUAD - DEATH BY STERO** Excellent looking music disk from the group Quad.
❑ **2110 TARROT II (2)** Excellent prohram 2 disks
❑ **2126 FRACTALE MOUNTAINS** A Slideshow of various Fractale calculated landscapes. (2 Disks)
❑ **2157 CENTURY - AUDIO DEMO** Original new music disk with an excellent graphic bonus.
❑ **2181 SHAMEN** An excellent sample from the excellent track Move any mountain.
❑ **2213 PLAY SID V2.0** The Best Commodore 64 music on the Amiga to date. On Three disks **(3)**
❑ **SMAUG169 MORIA** V3.0 Excellent role playing game with new improved graphics.

HOT NEW AMOS

❑ **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
❑ **APD329 AMOS FRUIT MACHINE II** By gary Hunt. This program is as near as possible to the type of fruit machine you can find in any snooker hall or Pub / Arcade. features include Hold, Numbers Held, Winspins, superwins, Bronze/ Silver/ gold Pots, Skill Shots, Stop a win, Cashpot, Gample & collect.
❑ **APD333 AMERICAN FOOTBALL RADIO VERSION** You are a coach of London and you have 5 seasons to win the superbowl.
❑ **APD340 KARATE WORM** By Mark Potter, various levels with jumping, Kicking & throwing Weapons, Another cute & unusual game.
❑ **APD343 SAVE THE TREES** by Mark Potter, Move around the screen in your tank rolling over any body trying to chop the worlds trees down.
❑ **APD347 THE JOTTER** small collection of utilities. **NOTEBOOK**, A staight forward & easy to use note booke program. **SHOPPER**, Enter prices, Quanties to build up a list, Also gives a a running total.
❑ **APD350 STORY BOOK2** Is cute activity adventure where you have to kill the Evil witch.
❑ **APD356 POWERBASE V2.0** This is an easy, friendly and Powerfully database which can handle upto 10,000 records.

A500 PLUS - SPECIAL NOTICE : When ordering any disks from Pd-Soft Please state your machine, & we will test all disks before they leave the office.

GAMES SELECTION

❑ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris computer game. A Classic
❑ **1420 DTRIS** This is the best 2 Player Tetris game.
❑ **1454 MEGA BALL** (THE BEST ARKANOID GAME,Better that any Full Price Games).
❑ **1486 SOLITAIRE & SOLITAIRE ROYAL** Two very excellent & addictive card games.
❑ **1534 THE HOLY GRAIL** Text adventure simular in styleto the inforgam games.
❑ **1561 TRITWIS** This is the best version of Tetris on the amiga with a 3 play option.
❑ **1665 BATTLE FORCE ROLE PLAYING** Fight in robot form within this excellent game
❑ **1707 IMPERIUM** Another excellent strategy game based apon Roman time.
❑ **1735 ASTERIODS** THE 'ORIGINAL' Another old classic. Remember that Classic.
❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & Excellent production
❑ **1749 SCRAMBLE** The Original Remember that old classic well is now on the Amiga. The Shoot em up.
❑ **1816 SUPER TWINTRIS** Totally playable
❑ **1870 PATIENCE'S & DOMINOS** The famous card game, this is the best version to date.
❑ **1964 AMIGA COLUMNS** Famous conversion of the original game columns. Tetris varient
❑ **1977 POM POM GUNNER** Shoot down the incoming world wor II air planes.
❑ **1981 TRUCKING ON** A truck traveling adventure trading game. An excellent simulator. **(2)**
❑ **1984 AIR WARRIOR** The first real flight simul-ator on the amiga with various air planes to Fly
❑ **2018 JETMAN** Another spectrum classic converted to the amiga. It's JetPak.
❑ **2020 JEOPARDY (RISK)** A converson of that classic board game titled RISK.
❑ **2022 SEA LANCE** The first Silent service type sub war game within our amiga PD collection. BEST GAME OF 1991 BY AMIGA FORMAT ISSUE 30
❑ **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer.
❑ **2128 DUNGEON MASTER EXSTRAVAGANZ** Load ans save each level you wish to go to.
❑ **2161 ETHOS GAME** An excellent new role playing/ Stratery game. Load through workbench.
❑ **2162 BATTLE OF BRITIAN WAR GAME** 2 Strategy war games which both need loading through Wb.
❑ **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game we have played in a long time. GAME OF THE MONTH JAN/92. Recommended for all Hack & moria players.
❑ **2170 NU GAME** A vertically scrolling shoot em up where you must battle through various motherships.
❑ **2171 WESTLANDS** An excellent game, viewed in most Magazine with very good reviews.
❑ **2174 CARD GAMES** Various card games titled Cribbage, Blue moon, King, Patience & Hearts.
❑ **2176 CAVE RUNNER** Another very simple but addictive version of the original game Boulderdash.
❑ **2177 MISSION X : RAID II** This is a shoot em up game in the style of NMV & 1943. Very good game
❑ **2178 SURVIVOR** An excellent space based adveture game in the Aliens theme. Nice colourful graphics & recomended by all here at PD-Soft.
❑ **2179 ADVENTURES IN HELL** A collection of six games, ledi, Star trek, Atlantis, Ring & Indication.
❑ **2180 SKODA CHALLENGE** An excellect 4 player hotRod game written in Amos. Simple but good fun.
❑ **2185 BATTLECARS** This is one of the best PD Games on the Amiga to date, Solid 3d graphics. travel around, track down the other cars and destroy.
❑ **2199 PARACHUTE JOUST** Another excellent game where you are falling down to earth, you must take the Parachute from the other player by hiting him, there an excellent graphical ending for the loosing player.
❑ **2218 THE BEAST** Simular game play to the classic chess. Take your side and trap the Beast. very good.
❑ **2219 NAPOLENIC WAR SIMULATOR v5.0** Excellent program sent direct by the author.
❑ **2220 SWORD OF THE WARLOCK (3)** A Bards tales / Eye of the Beholder adventure game packed on three disks. The best Shareware role playing game on the amiga. Excellent Adveture game.

LICENCEWARE £3.00

❑ **L8 LIZZYS FUNTIME** Share, Clock, Pictures, Keys, money, sessions Mouse (2 disks)
❑ **L11 TRON DIMENSION X (1MB)** : Brilliant Light Cycles Game (1 or 2 play)
❑ **L12 THE ULTIMATE GRABBER** : 100 times better that the Amos Sprite grabber program.
❑ **L13 BOUNTY HUNTER - HIGH NOON** * Take Lucky Luke through a Graphic adventure, Excellent arcade shoot outs where you contoll the Gun. then ride your horse & take out the bad guys.
❑ **L14 CLASSROOM MATHS** Educational programs for the age group 6-12. The Class room, Liftoff, Rescue, & Goal.
❑ **L15 SPACE BLOB II THE CRYSTAL CAVERNS** * Excellent follow up to Space Blob aimed at the same age range 4 upwards collect items while traveling through lvls
❑ **L16 TANK BATTLE - THE COMBAT:** This is a convertion of the ultimate classic game from the Atari VCS called combat. Two Player
❑ **L20 AVINA BLUE** A sideways shoot em up in the scrable style. Simple but very active to play.
❑ **L21 CHALLENGE OF THE MATRIX** The idea of the game is simple. Simular in style to bouncer.

RED SECTOR Inc SECTION

❑ **V085 - RED SECTOR DEMO CREATOR :** The Main program used to create demos. Required if you wish to run any of the programs under. Excellent program
❑ **V330 - RED SECTOR EXTRAS DISK 1 :** On this disk are : 32 point Fonts, 16 Point fonts, vector stars, Star fields & music Space Journey - Lorna. By f deadzone Troopers.
❑ **V331 - RED SECTOR EXTRAS DISK 2 :** On this disk are Big logos, litle Logos, Vector Stars, Starfields, Bob Anims, Vector Objects, Vector Ball Objects, 32, 16 & 8 Point Fonts, Also the only Full Documents on the demo maker at present.
❑ **V340 - TSB VECTOR DESIGNER PROGRAM :** The special Bothers presnets The TSB Vector designer V1.1, this program will create filled vector objects, line vectors & bob Coords tables.
❑ **V365 - RED SECTOR MODULES (MUSIC) :** Various excellent music modules for use with the demo maker (all by red sector). modules include Laser Intro, Loading, lousy House 2 & More.
❑ **V374 - RED SECTOR BOBS EDITOR :** Simular to the vector editor ias an idea. It will easyly create Bob routines for the Red Sector Demo Maker Includes various Bobs to help you start.
❑ **L17 - DIANETIX RED SECTOR EXTRA DISK 1 :** The IFF Converter lets you convert IFF Pictures into various formats including sprite 4, Sprite 16, Copper, ILBM, Raw Norm, Raw Blit & Outline. This is a Pollysoft licenceware program and costs £3.00.
❑ **L18 - DIANETIX RED SECTOR EXTRA DISK 2 :** This disk contains the Red Sector Vectordesigner program. yes the Red Sector version. Also contains full instrustions to use it. This is a Pollysoft licenceware program and costs £3.00.
❑ **L19 - DIANETIX RED SECTOR EXTRA DISK 3 : FONT EDITOR** Now you can create & Edit any font. Also comes with full documents & Help files. This is a Pollysoft licenceware program and costs £3.00.

ERIC SCHWARTZ

❑ **F423** Miss 'A' Sele Pogo Animation
❑ **0981 STEALTHY MANOEUVRES** & Flyby
❑ **1034 AT THE MOVIES** Animation (1.5Mb)
❑ **1085 SWIS ARMY** ON Manoeuvres *
❑ **1582 ARMY vs THE WALKER** *
❑ **1609 THREE** More **STEALTY** Anims
❑ **1700 ANTI LEMMINS** Anim Requires 2Mb (2 Disks)
❑ **1703 THE DATING GAME** Anim requires 3Mb (2)
❑ **1716 VARIOUS ANIMS** inc **AMY JOES**
❑ **1794 VTOL CONTEST** Features a helicopter & the stealty jet plane. Heli try to keepup.
❑ **1842 SHUTTLE COCK** Animation *
❑ **1850 LATE NIGHT & TERMINAL** Anim *
❑ **2013 AGILLITY** Animation disk *
❑ **2021 VIETNAM CONFLICT** Animation *
❑ **2133 GULF WAR CONFLICT** An Excellent 2 meg animation. By far his best work to date. recommend-ed by all PD-Soft. Thanks eric for the above disks.

LATEST FRED FISH

❑ **F583 SUPERSPELL** A global spelling checker that checks your spelling no matter what program you are typing under. Can be used to check spelling when typing on a BBS, text editor, word processor or anywhere else. Comes with a 9,000 word dictionary, which you can edit, add or completely replace.
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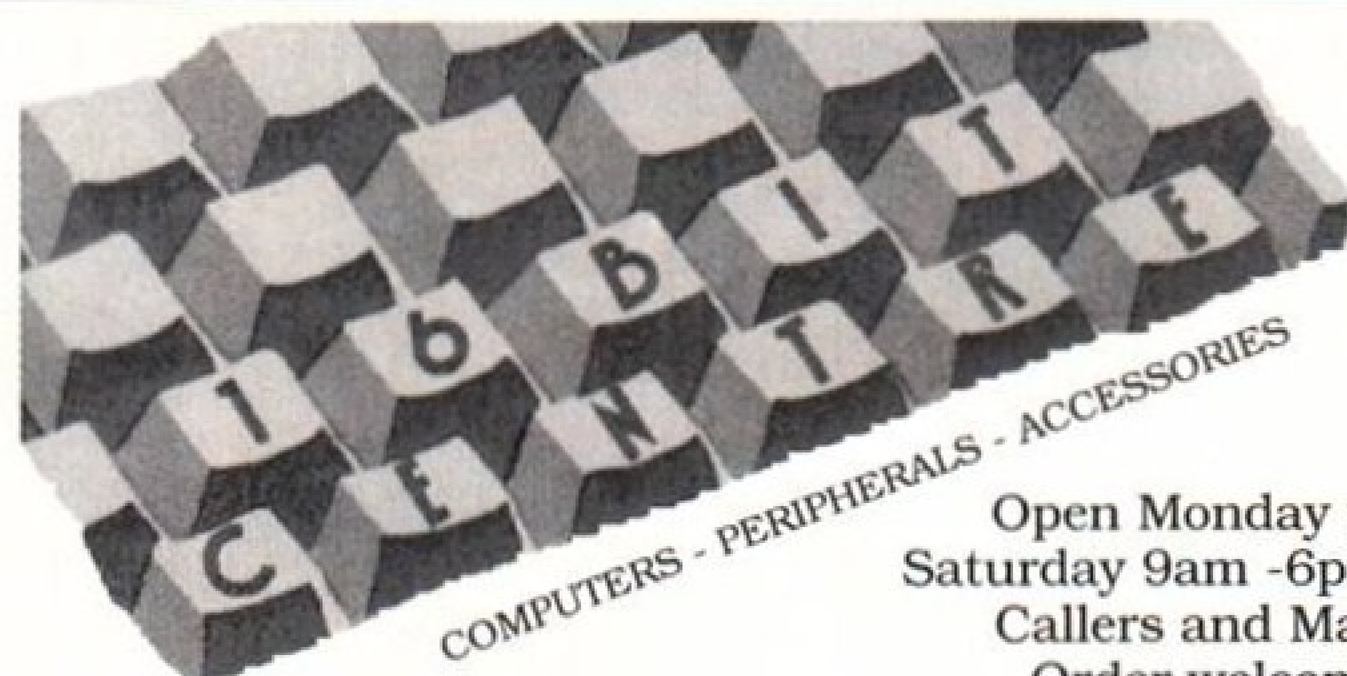
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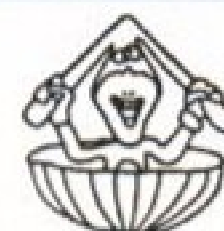
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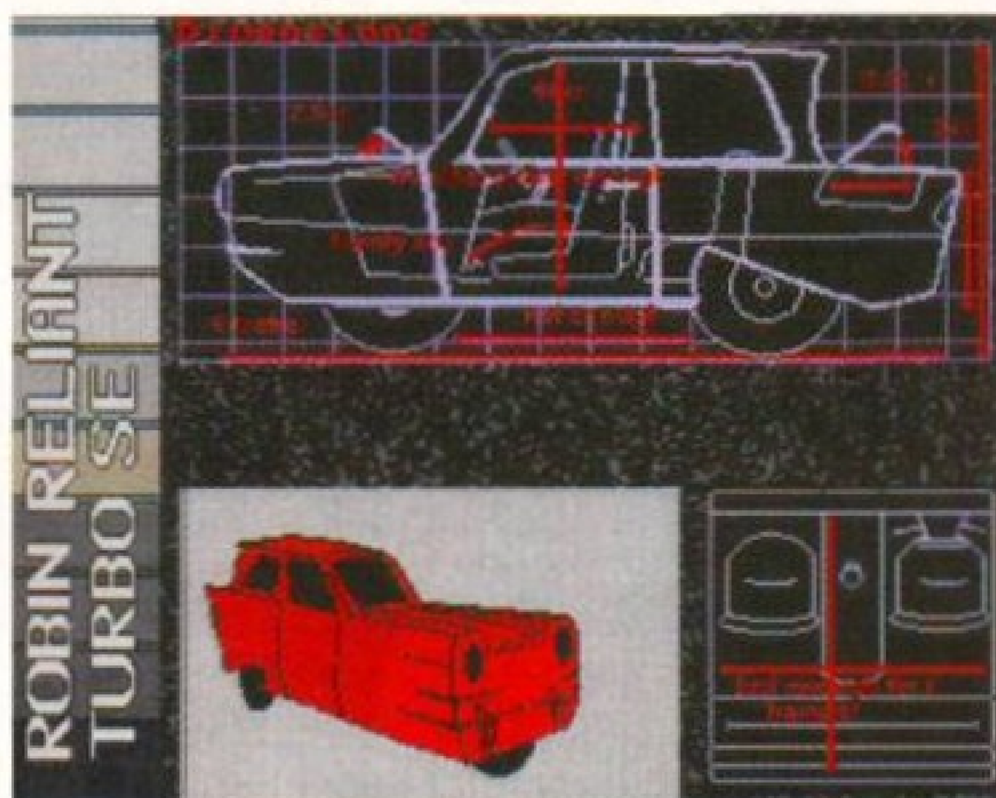
PD Demo Zone



As the cold grip of winter threatens to tighten its hold on the freezing public, only the bravest dare frolic outside. What you want to do is stay in, where it's nice and warm. Ah, yes... curled up cosy in front of your Amiga with a hot beverage and a few PD demos to keep you entertained. That's how to keep out the winter chill. So here is your guide to the latest warming releases – **Maff Evans.**

RELIANT ROBIN TURBO CHALLENGE

4TH DIMENSION PD
REQUIRES 1MB



The dynamic curves of the *Reliant Robin Turbo Challenge* demo. Don't you want to rush out and buy one right now?

This is an amusing little spoof based on the attractive intro sequence of Gremlin's *Lotus Turbo Challenge 2*. However, the sleek, high-powered and extremely desirable vehicle found in the original has been replaced by another car: cue fanfare! Da-da-daaa... the Reliant Robin! Don't be too concerned though, this doesn't mean that there's someone out there who thinks that the three-wheeled chariot is as beefy as a Lotus! The whole thing is based around the animations found on the *Lotus 2* game disk, except that all the specifications point out how bad the programmer thinks the Reliant is!

The animation is pretty good, mimicking the original very well, and the injection of humour into the whole affair makes it worth looking at. Unfortunately, the disk is licenseware, which makes it a tad expensive, since the programmer gets a cut of all the money. Still, if you can afford to shell out £3.50 on an amusing little demo then have a look.

SADENESS PART ONE

VIRUS FREE PD, DISK 2132



Not much in the way of graphics for this, but the remixed version of Enigma's 'Sadness' is rather impressive.

There are quite a few resampled and re-edited versions of pop hits in the PD demo zone these days, and Excalibur have come up with another one. This time Enigma's 'Sadeness' (or simply 'Sadness' for the Top of the Pops viewers out there) comes under scrutiny.

Two versions have been included on the disk, so that both half meg and memory expansion users can listen. The sample quality is very good, with some long sections being lifted from the original to capture its ethereal atmosphere. Unfortunately, the visuals are pretty weak, simply a black screen with a bit of text. Despite this, the audio track is strong enough to stand up for itself. If you like the song, but still don't have the single or album, then get this for a taster.

RECOMMENDED: ODYSSEY NBS

Putting together a PD demo which would unfold into a full-blown science-fiction saga would be quite an achievement, since this would normally take an entire book, a TV series or a movie with a megabucks budget. Despite these limitations, Alcatraz have managed to do exactly this with the *Odyssey* demo.

The plot tells of an evil interplanetary tyrant who, with his race of soldiers called the Kryllions, is intent on bringing the entire solar system to its knees. The government of the solar system has been pushed to its limits, reaching a point where they either have to fight back or be crushed forever. Only one man can stop the megalomaniac plans of the Kryllions – a hot pilot by the name of Zork. After a short briefing, Zork is purposely captured by the enemy, allowing him to make contact with a government spy. The spy gives him information along with a list of planets he must visit in order to build a weapon to destroy the Kryllion's prison base of Zool. After a quick jailbreak and the purloining of a handy spacecraft, Zork manages to make a break for it!



As the *Odyssey* demo starts, Zork is transported to the Kryllions prison complex of Zool. Can he escape?

After a frantic space battle and a trip to a visit a strange creature (who is basically a giant brain with an eye in the middle), Zork starts his quest to destroy the enemy. A bomb must be constructed and dropped on the enemy base to destroy the evil megalomaniac for good. To build the necessary weaponry, Zork must first get the plans and the materials to make it, then ship the equipment out to a race of monks with the technological know-how necessary to build the massive bomb. Can Zork succeed? You'll have to watch the demo and find out!



As Zork launches from the prison complex in a stolen ship, a space battle with some whizzy 3D graphics begins...

All the techniques used in *Odyssey* are fairly straightforward, they have appeared in demos and games a few times in the past. The flight scenes are vector shapes, the floors are fractal based and the explosions are digitised animations. However, where this five-disk package scores is in its atmosphere. The whole thing is very polished, with all the styles and sections knitting together well to produce an impressive science fiction feel. The graphics are superb, ranging from mood-setting pictures to out and out action as the ships spit laser death at each other. The film-score type music adds further depth to the demo, emphasising the epic feel. If you're a fan of sci-fi films, TV programmes or books, then you will find *Odyssey* one of the most interesting demos available.



The convoy heads for a landing on a Kryllion base! But Zork is on his way with a massice nuclear device. Better get those shelters swept clean pretty soon.

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AF.03 **Publishers**; Helvetica, Akashi, Andover, Bookman, Boxie, Times...
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AD.23 **Ship and Sphere**; Ray Trace. (Mb)
AD.24 **NewTek Demo**; Incredible. (Mb-2D)
AD.25 **The Run**; Lotus Car Chase! (Mb)
AD.36 **Kefrens Megademo 8**; Ace! (2D)
AD.39 **Agatron animations**; 3D film of USS Enterprise attacking USS Reliant.
AD.44 **Laurel and Hardy**; Films. (2D)
AD.45 **Star Trek, Dry Dock demo**; The highly praised Ray Trace masterpiece!
AD.46 **Stealthy Manoeuvre II**; Cartoon.
AD.50 **Budbrain Demo 2**; A Classic!
AD.53* **Iraq demo**; Saddam and John Major!
AD.54 **Simpsons**; Digitised: Do the Bartman plus great Bart slideshow!
AD.56 **Phenomena Megademo**, Trip to Mars, Ray-Trace Fractals, Light Sourced World animation. GET IT! (Mb)
AD.58 **Applecus**; Ray Traced. (Mb)
AD.59 **Plasmutex 91**; Truly Amazing!
AD.61 **Franklin Fly**; Very amusing. (Mb)
AD.62 **Dating Game**; by Eric Shwartz, very amusing animation. (3Mb-2D)
AD.63 **Batman**, Terminal & late night; Three great Eric Shwartz anims. (Mb)
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AD.68 **Universal Intensity Demo.**
AD.69 **Decaying Paradise Demo.** (Mb)
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AD.71 **Ice Megademo** by Silents.
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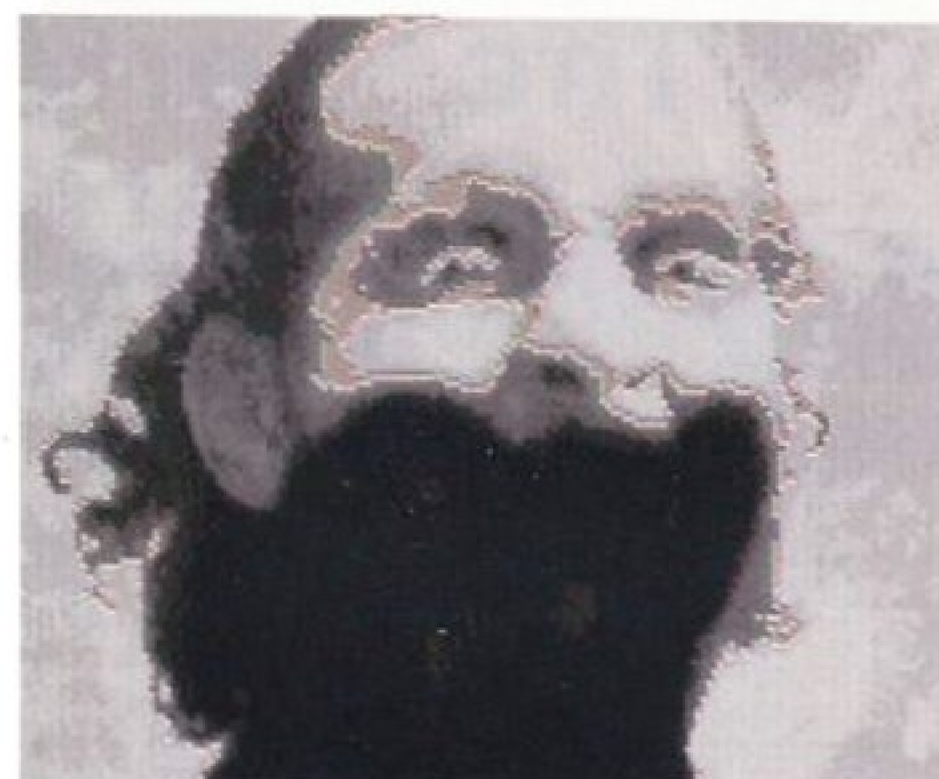


Hovering in a 3D spaceship is just the place for looking at these nicely drawn comic-style robots. Alternatively, you could watch the end of the *Hardwired* megademo.

Megademos with loads of sections are all very well, but they can be tedious if they don't actually have anything new to offer. Fortunately, *Hardwired* doesn't fall into this trap. It's got the usual vector shapes and scroll effects, but there is much more.

The demo starts off with a very impressive movie-style opening sequence, showing an attack on a lookout by a strange alien creature hiding in the shadows. After this piece of cinematic violence, it's on with the demo proper. After the expected (but technically impressive) vectors and scrolls, a rather nice vectordots section appears. This consists of a myriad of tiny dots making up a series of ghost-like wire-frame pictures.

The demo is finished off with a section that follows a spaceship from its launch to its landing in a city in the middle of a desolate desert plane. As far as megademos go, there aren't very many which can reach the lofty heights achieved by *Hardwired*. Without a doubt megademo of the month!



Surprised? Well I'm not surprised! New Daz Ultra cleans a lot better than your old powder, Mrs Johnson. What? I didn't see an alien. As I was saying...

THE CHRISTMAS DEMO

PD SOFT DISK 2206



Yucky tackiness abounds with these 'loveable' mutts in *The Christmas Demo*. Pass the sick bag!

It seems as if the sole purpose of this demo is to assemble as many tacky Christmas card pictures in one place as possible. The pictures have been digitised from pencil drawings, all of which feature two terriers cavorting about with various Amiga packages. The demo is backed up by a medley of modern versions of Christmas carols, and a message at the start of the demo tells you to crank the volume up to max. If anyone does then I can imagine that serious psychological problems will occur! The whole thing is just so tacky! I can think that the people who put this together are either incredibly naive or a bunch of sick mothers!

TOP TEN DEMOS OF THE MONTH

Every month, we look at the best-selling music and graphics demo disks from a particular library, so you can see what's popular...

SOFTWARE EXPRESSIONS

1. Virtual World
2. Animations 1991
3. Invisible World
4. Mr Potato Head (Chips)
5. Reincarnation of Sgt Pepper
6. Another 5 ways to kill a mole
7. Quartz: Expressions
8. Sickness and Warzone sim
9. Fillet the Fish
10. 500 Things Comeback demo

CDTV ATTACK

VARKSOFT PD
REQUIRES 1 MB



Yes, I know we haven't got as much memory as on a CDTV, but this is *CDTV Attack*, so just fly straight ahead!

If there are any bods out there who are extremely jealous of the power offered by the massive demos and animations possible on the CDTV, thanks to its massive optical disc storage, then you will just have to wait until you can afford one of the spiffy new Commodore A690 optical drives won't you. Haha! Only joking... or am I? Sorry, that's enough catch phrases for now.

CDTV Attack allows you to take a peek into the world of the CDTV by bringing a couple of stripped down versions of CD demos onto your Amiga.

The first is a small flight animation based on the *Planetside* anim found on the CD version of Psygnosis' Lemmings. Unfortunately, it doesn't feature the whole plot, with the fighter plane hunting down an enemy missile. Instead it's simply a straight first-person flight across a rocky terrain. Impressive for what it is... but that isn't much!

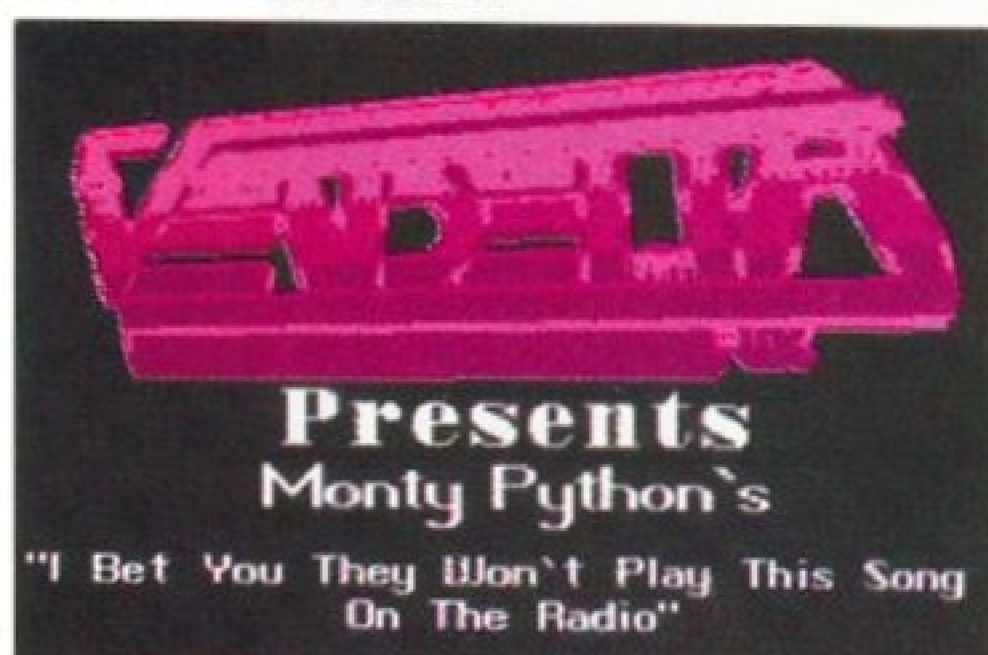
Next is another one of those wild image-pulsating techno demos in the form of *Hypnautic Hammer II*. The tune is a fairly short, but still quite powerful, techno thrash, which is accompanied by a strange series of flashing images with a very industrial feel. The idea is nothing new, but *Hypnautic Hammer* still works to good effect.

The other (quite novel) thing in the demo is a sampled version of Bernard Cribbins singing 'Hole in the Ground', introduced by, of all people, Neil from The Young Ones, who actually apologises for asking you to swap the disks.

Apart from the weak *Planetside* link, this disk doesn't seem to be much to do with the CDTV, but it's not a bad selection of demos, covering decent techno music, good fractal flight and a little bit of humour.

THEY WON'T PLAY THIS ON THE RADIO

17 BIT DISK 1528



A simple logo introduces this sampled version of 'I Bet You They Won't Play...' I still think that title's too long!

Yet another sampled PD demo paying homage to Monty Python! This time the demo features one of the more obscure songs from their collection, with the rather lengthy title of 'I Bet They Won't Play This Song on the Radio'. The track itself isn't that rude, but it hints at vulgarity by introducing a host of censored noises at key points. That's the idea of the joke, you see. The fact that the song's too rude so they've had to bleep out... oh, never mind! For Python fans who don't have a copy of this song (myself included), then this may be interesting. If, however, you don't care for Eric Idle's comic ditties then it will seem pretty boring.

CONTACT:

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD

17 BIT SOFTWARE: PO Box 97, Wakefield WF1 1XX. 0924 366982

4TH DIMENSION PD: 94 Breedon Street, Long Eaton, Nottinghamshire NG10 4FE

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1555 - Shamen Remix
1554 - Skid Row Demo
1553 - Hypnotic Hammer
1552 - Wizzcat Intro's
1551 - As Above
1550 - As Above
1549 - The Hidden Demo
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A102 - Chainsaw Death
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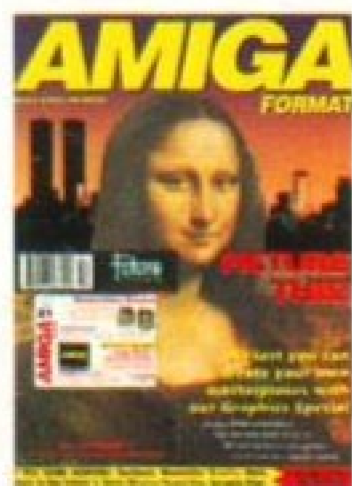
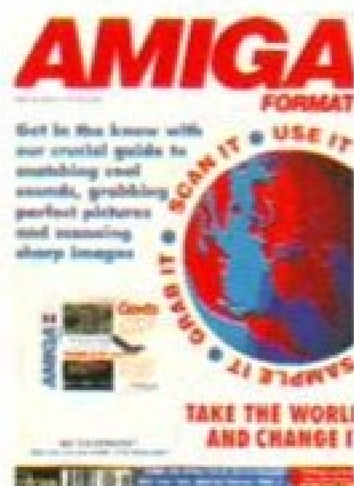
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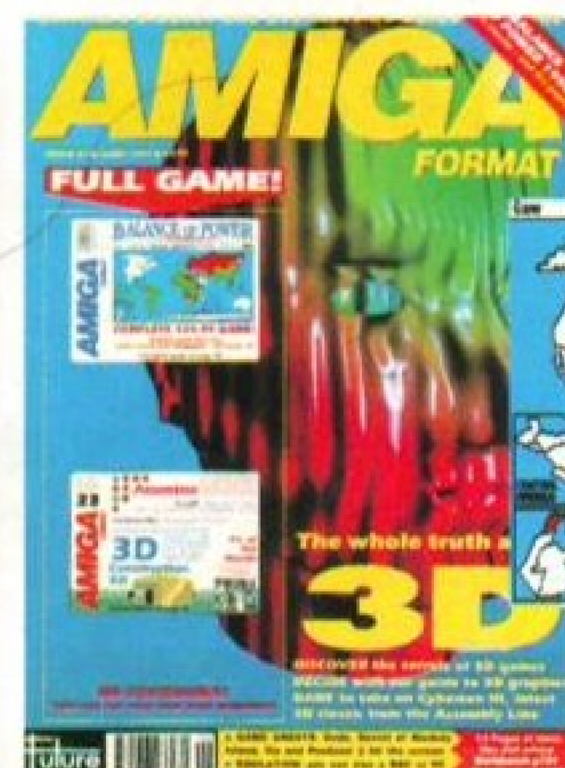
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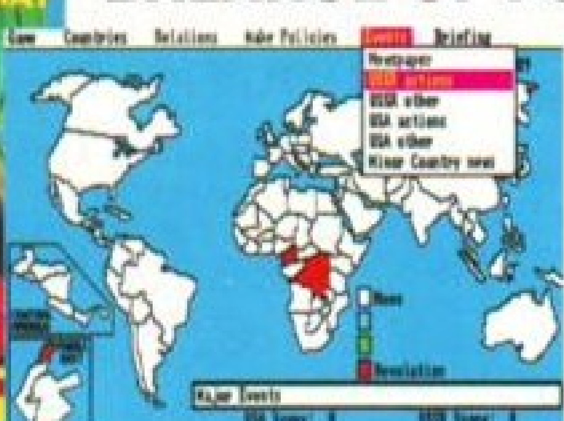
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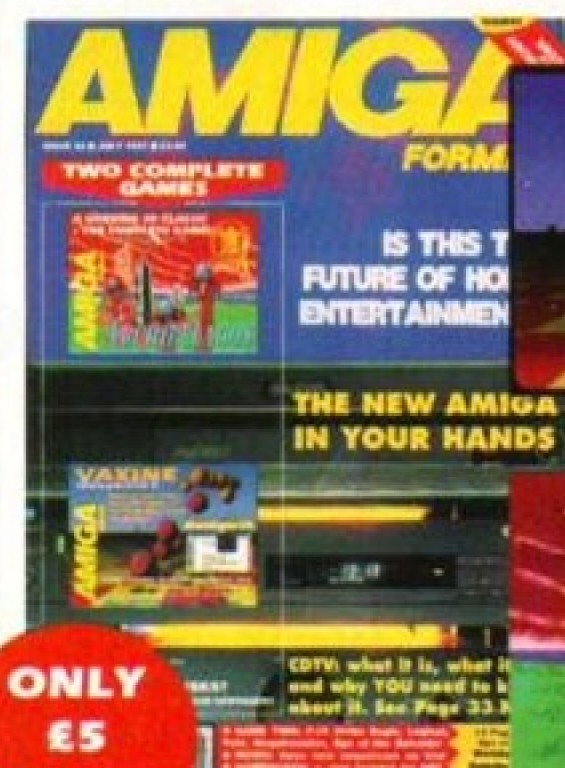


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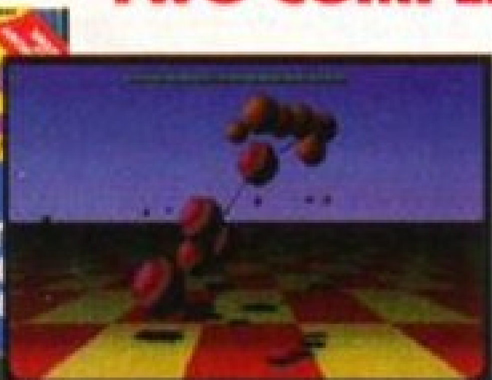
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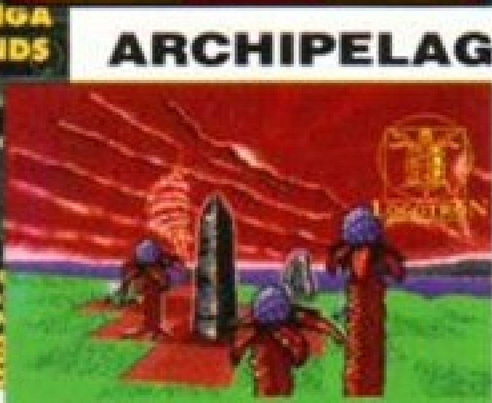


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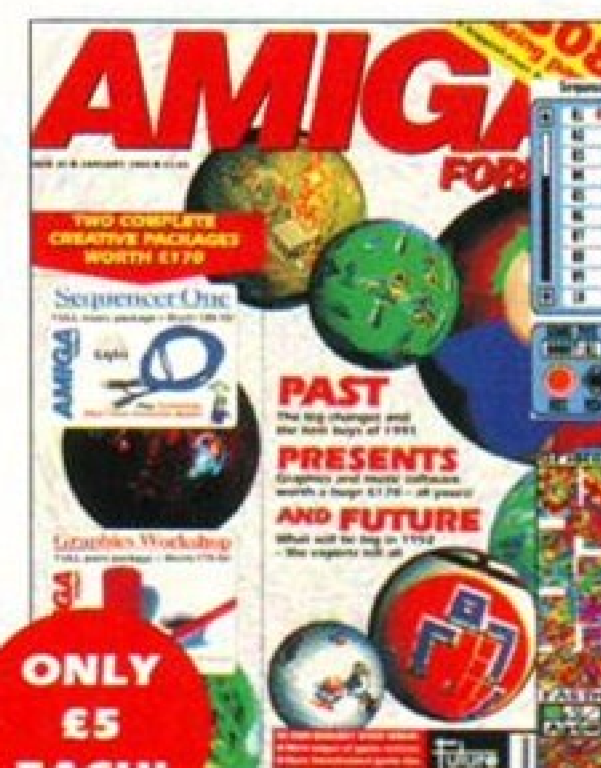
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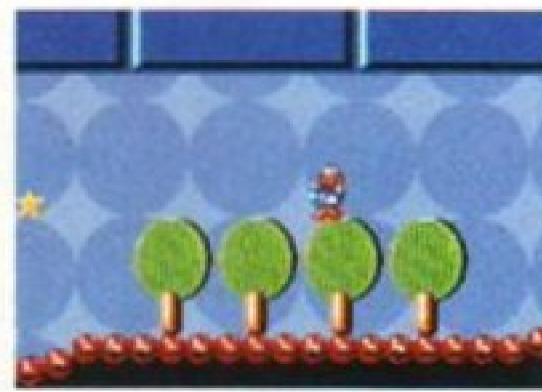
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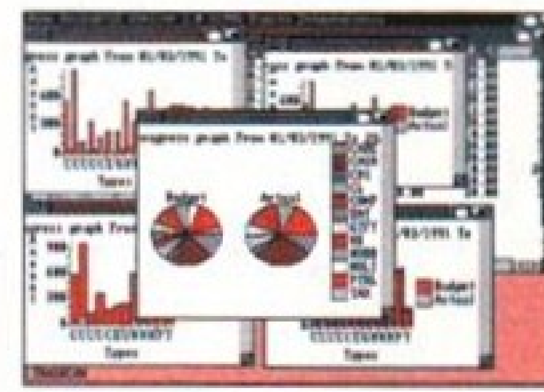
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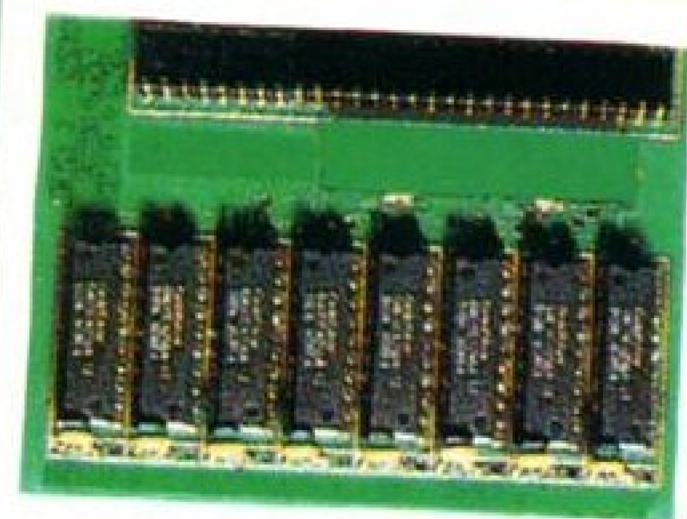
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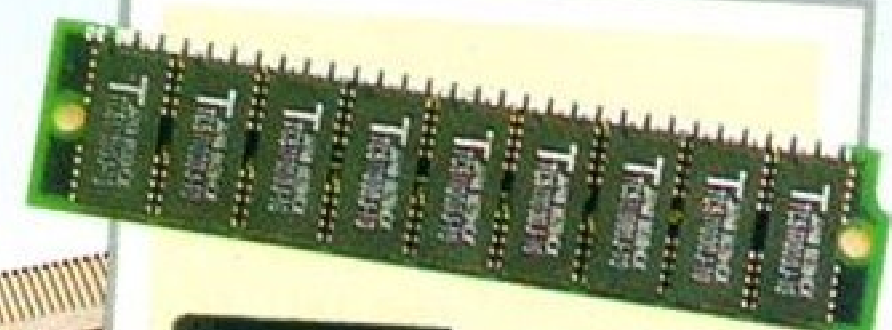
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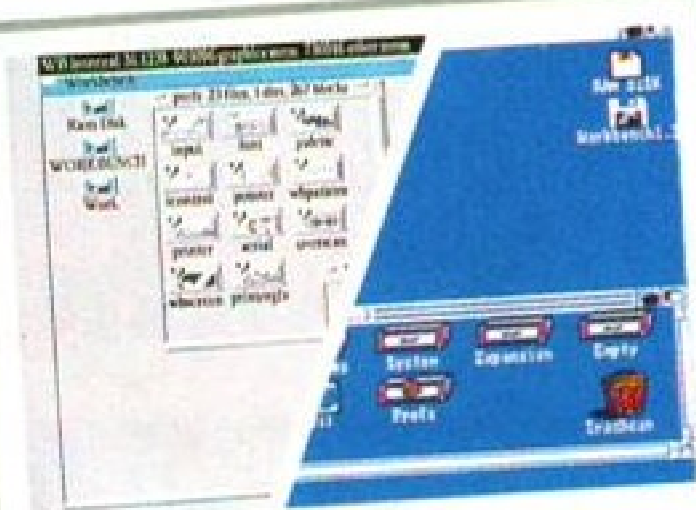
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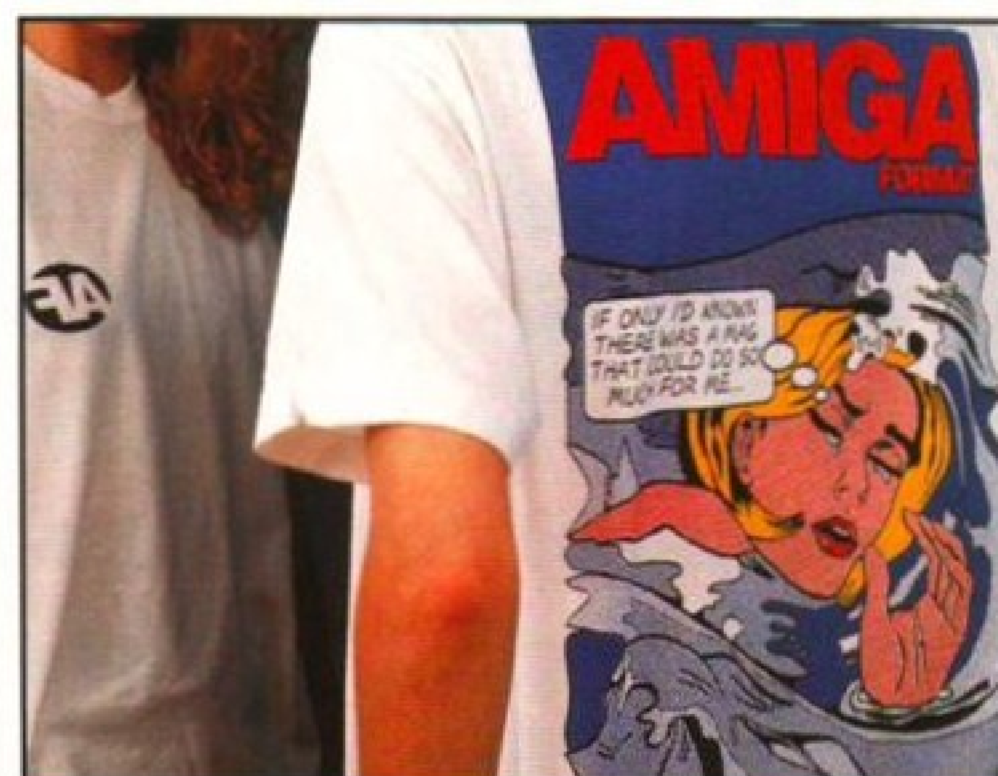
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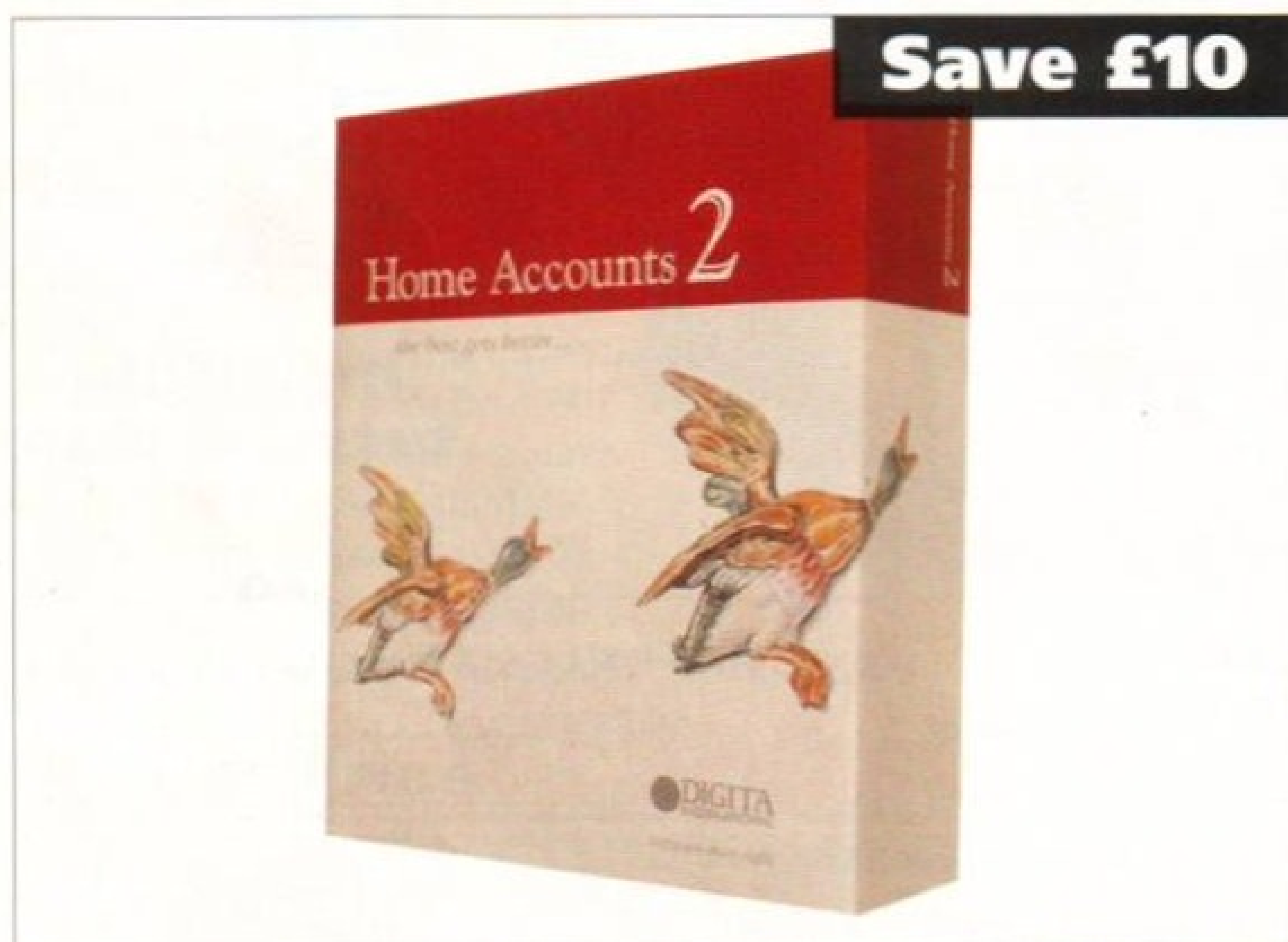
The new exclusive limited-edition ***Amiga Format*** T-shirt is now available to ***Amiga Format*** readers. It features the 'Lichtenstein' pop-art cover of Issue 20 in a large four-colour back print, new logo on the front.

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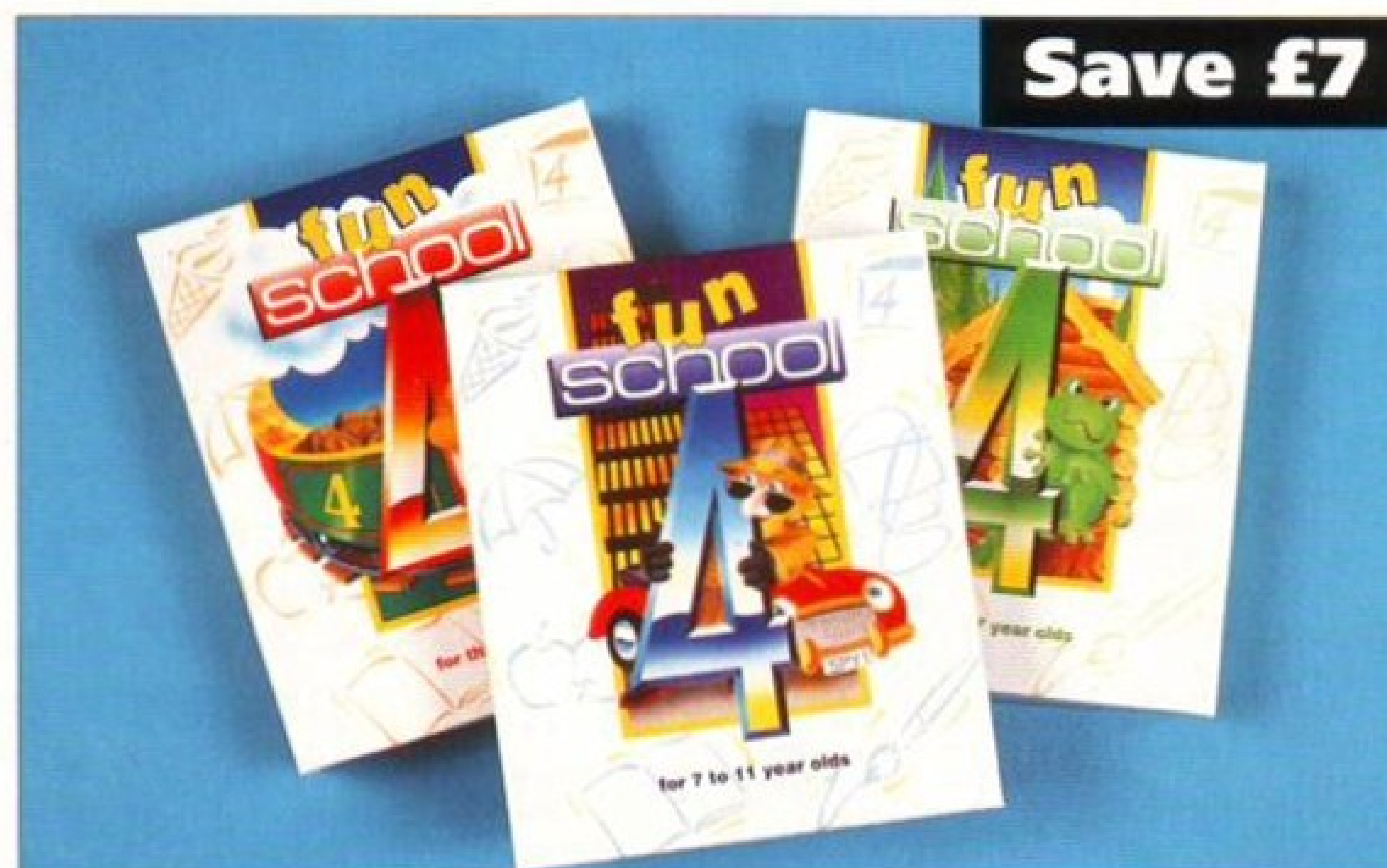




Digita's brand-new upgrade of their ever-popular home finance system is further evidence of their commitment to quality in both presentation and functionality. Extensive features keep track of all your financial affairs, even if you run a small business. It was described by ***Amiga Format*** as "a package which will suit any household" and is set to be as popular as its successful predecessor.

Description	Price	Order No
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Fun School 4





The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

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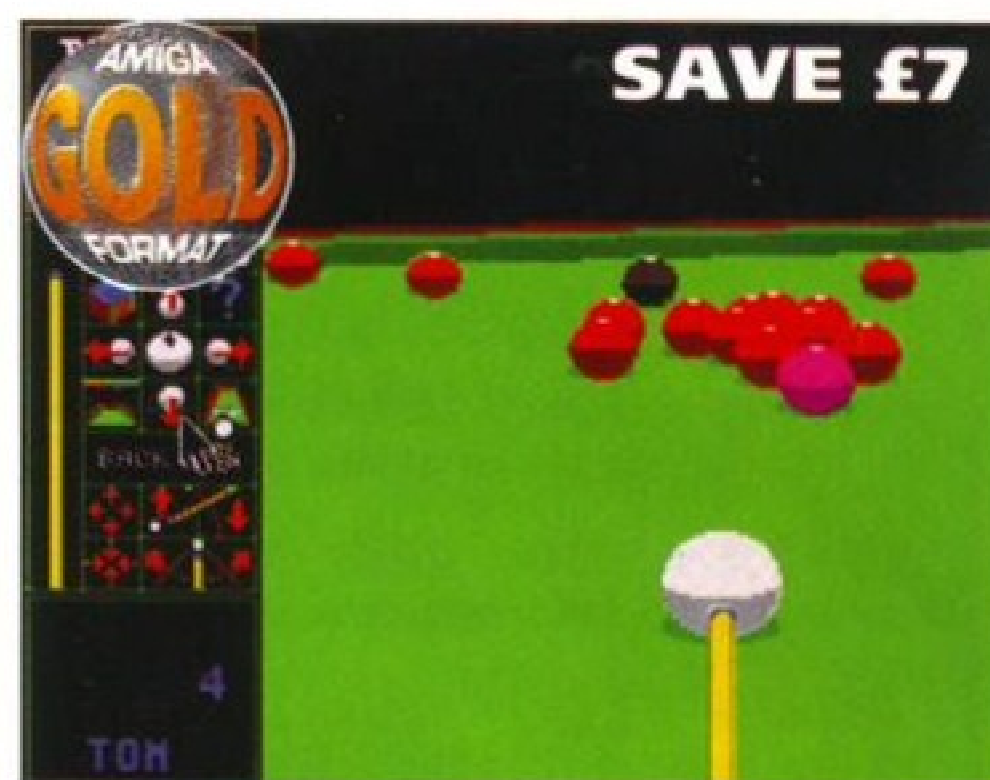
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Celtic Legends	**£23.99**	**AM235**



Jimmy White's Snooker

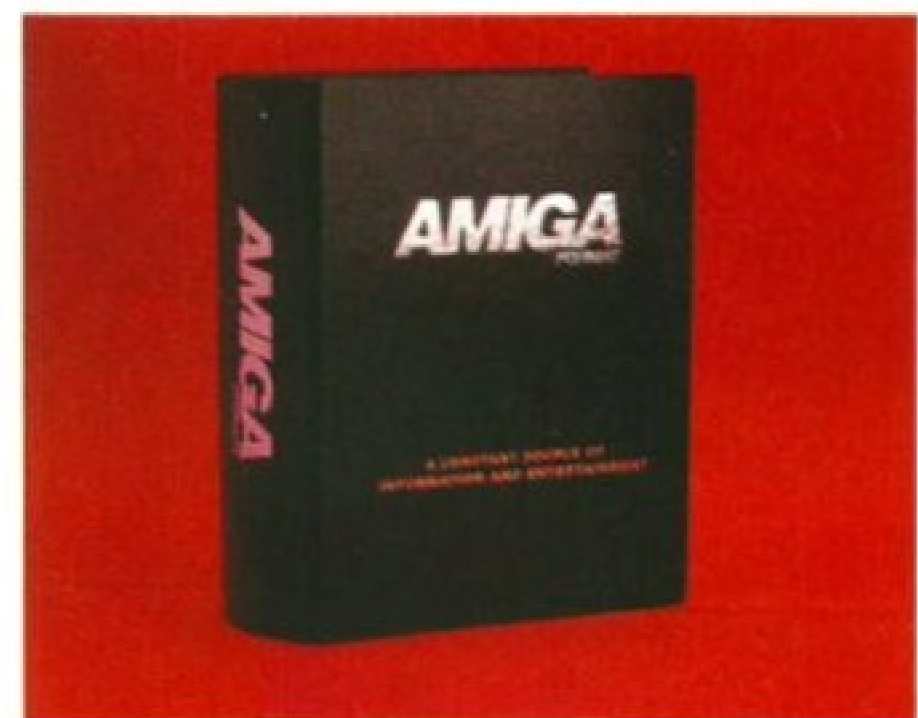
The ***Amiga Format Gold*** snooker game, with an amazingly playable 3D system conceived by master programmer Archer McClean. Widely voted the top computer game of 1991.

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Jimmy White's Snooker	**£22.99**	**AM228**

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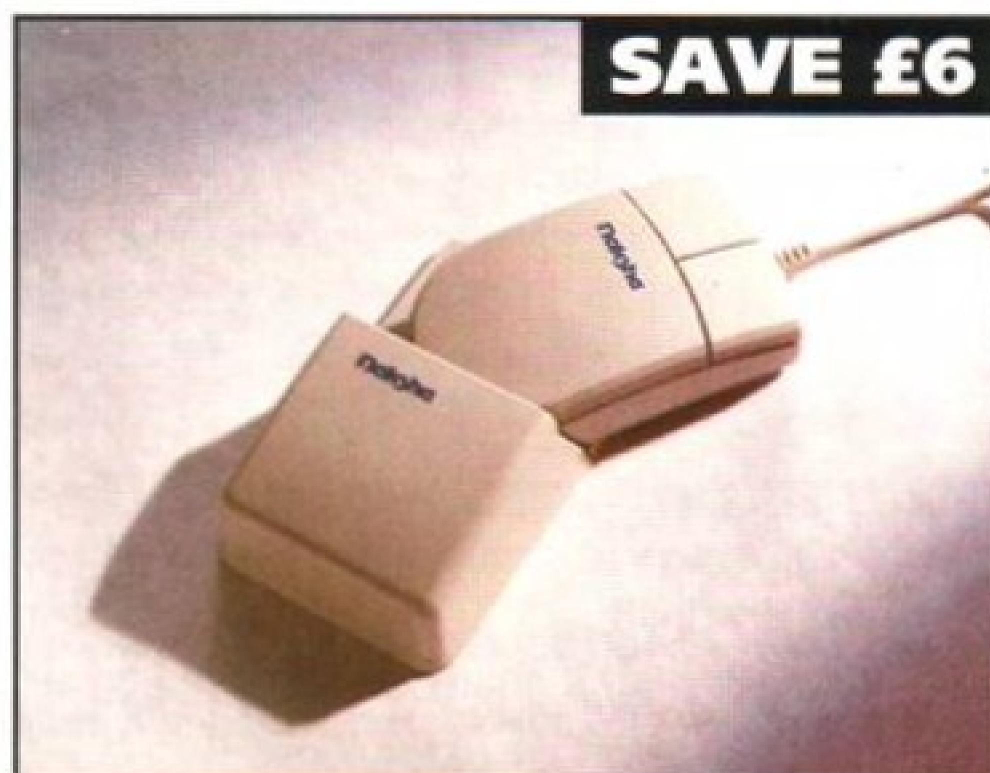
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SO, WHERE WERE WE?

WHAT WAS COVERED IN PART ONE OF THE SERIES...

In last month's tutorial we didn't do anything of immediate use: all we did was just go through the basic idea of what the Workbench disk actually is and what it does, so that you know what's going on in the background when you use the Workbench. Here's a quick run-through of what we know so far.

1 What the Workbench disk is for.
The Workbench disk provides an 'interface', a way of controlling the computer. This lets you do two things. First, you can run programs that aren't 'self-booting'. Second, it lets you organise the data that is on a disk.

2 How items on disks can be organised, in theory.
There are basically three things you can do to organise items on a disk: you can delete them so they are no longer there; move them from one place to another; or duplicate them so they are accompanied by an identical replica.

3 How this organisation is done, in practice.
Deleting is simple, but because of the way computers work, the other two are slightly more complicated. If you want to move something to a new location, you have to copy it to the new place, leaving the original behind. You can then delete the original. If you want to duplicate it, so that you've got the original and the copy in the same place, you have to give the copy a new name, because the computer won't let two things in the same place have the same name.

4 Why paths are very important.
Disks are organised like filing cabinets. An item on a disk is called a file. Files can quite happily float around just on a disk, as if the filing cabinet were one big box. But disks can also have 'drawers', more usually referred to as 'directories'. You can even have directories within directories. What all this means is that it's very important to always give the computer a list of exactly which disk and which directories it has to look through before it finds the file you want. This list is called a 'path'.

If you missed out on last month's ***Amiga Format***, you should still be able to follow this month's quite happily. But you may find it useful to read the first part of the series to give you a better understanding. Copies of Issue 31 can still be obtained from our Back Issues department on Page 184. Right, let's get on with messing about with those files!

Getting to grips with Workbench

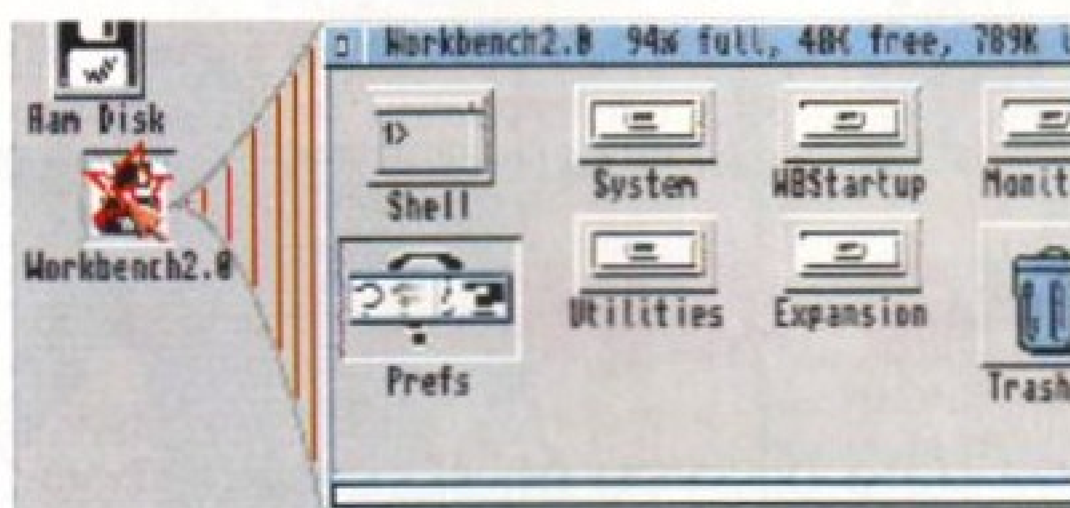
Part Two of the series that helps complete beginners understand the Amiga. Last month we described the basic principles that lie behind the Workbench disk: now **Damien Noonan** moves on to actually doing things with Workbench.

FIRST PRINCIPLES

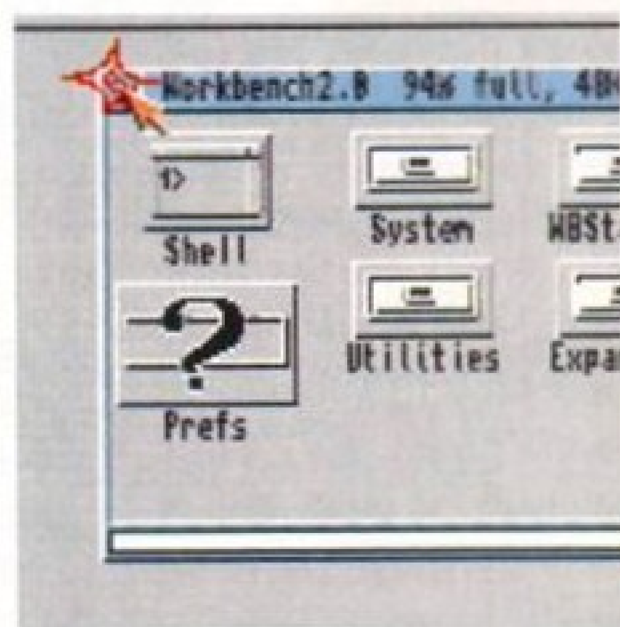
When you're working with the Workbench, a lot of what you'll be doing will entail using the mouse. There are standard terms for things you do with the mouse which will be used throughout this article and in almost anything else you'll ever read about the Amiga. So to make it quite clear, we'll explain these terms first. An 'icon', by the way, is the little picture with a name underneath that represents a disk, a drawer or a program. Try these out as we go through them, if you've never done it before, to get used to the way it works.

DOUBLE-CLICK

Press the left mouse button twice, rapidly in succession. If you do this with the mouse pointer over a disk icon it will open a window displaying the contents of the disk: this is called double-clicking 'on' the disk icon. If you double-click on a drawer icon, it will open a window displaying the contents of that drawer. If you double-click on a program icon, it will run that program.



Double-clicking on a disk icon will open a window displaying the contents of the disk.

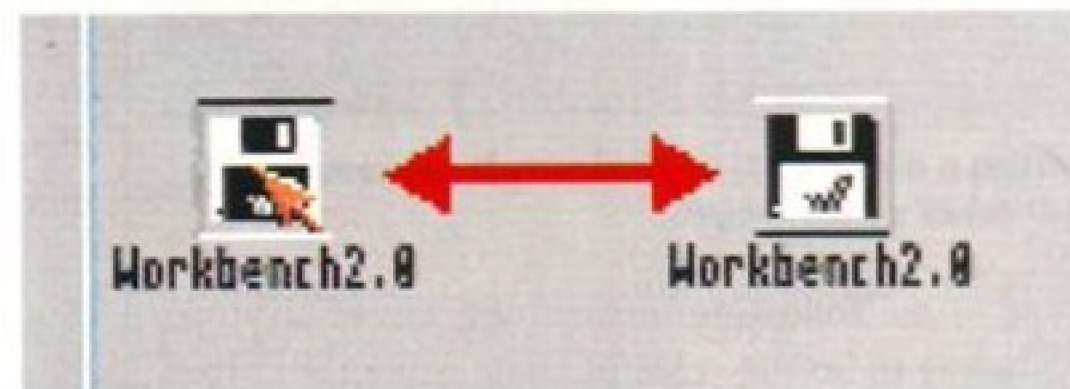


CLICK

Press the left mouse button once. Clicking is a common way of saying to the computer "go on, then, do something". For instance, if you click with the mouse pointer over the small blob in the top-left corner of a window, the window will close.

Clicking on the small blob in the top-left corner of a window will make that window disappear.

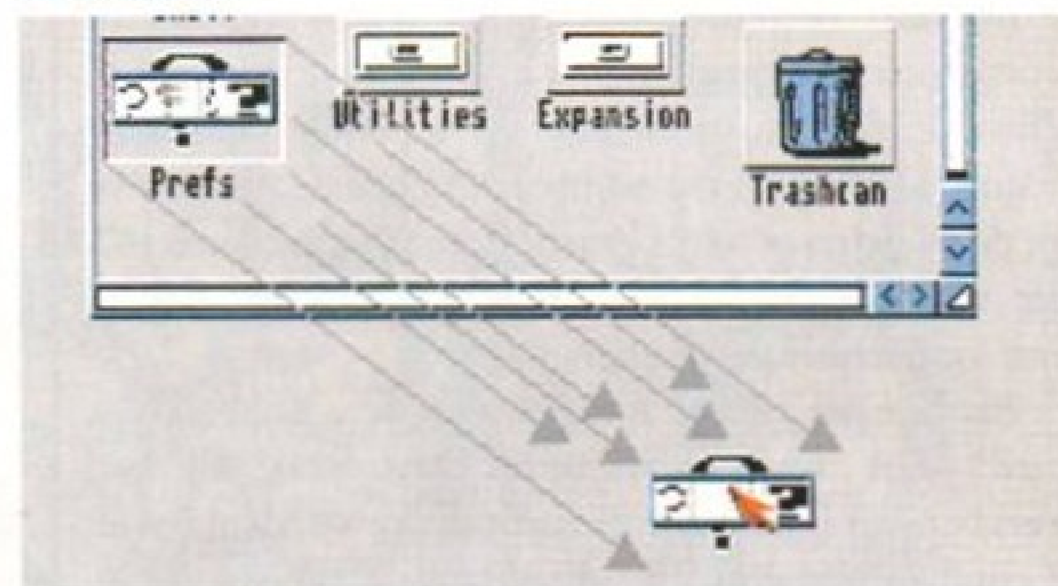
SELECT



Clicking on an icon selects it: the colours change to show that it has been selected.

Press the left mouse button once with the mouse pointer over an icon. You could also call this 'clicking on' the icon. When you do this, the colours of the icon change: it has become 'highlighted'. To de-select an icon, simply click on something else: just a blank area of the screen will do fine. You'll also find later on that you can select one file from many by clicking on its name in a list.

DRAG



Dragging moves an icon across the screen to a new position.

Hold the left mouse button down, move the mouse so that the pointer moves across the screen, then let go of the button. If the pointer is over a blank area of the screen when you start dragging, you will draw a box of dotted lines on the screen that vanishes when you let go. If the mouse pointer is over an icon when you start, the icon will move with the pointer and you can drop it where you want by letting go of the mouse button. You'll also find you can drag the bottom-right corner of a window to change the size and shape of the window: or drag the top bar of the window around to move the whole window.

SELECT A MENU OPTION

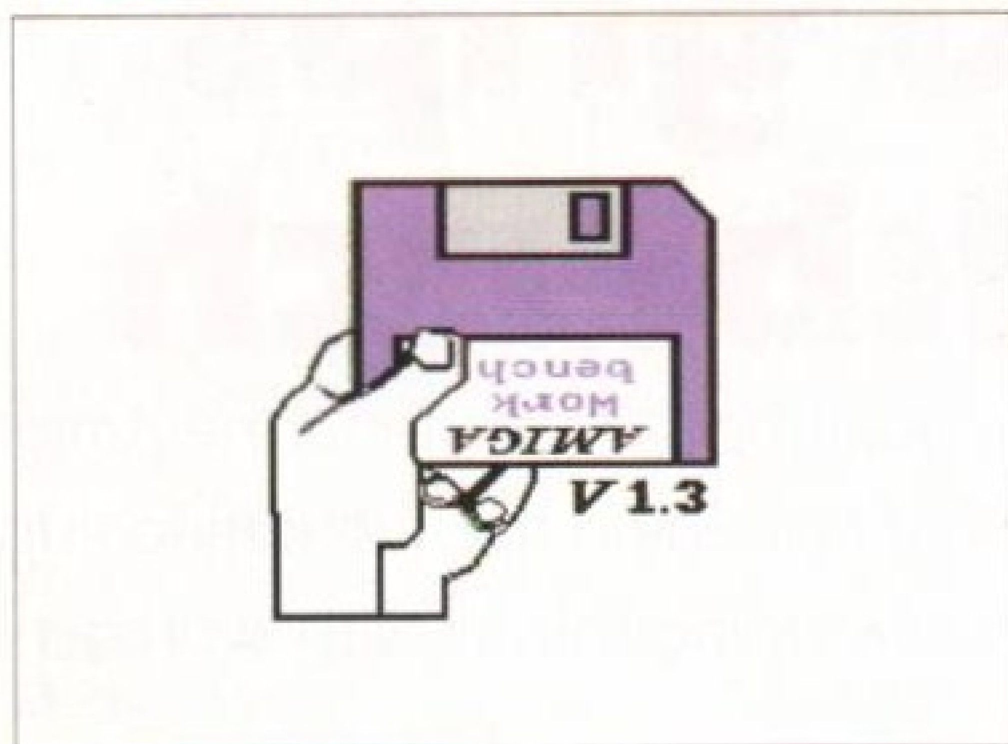
The right mouse button is used just for menus. Hold down the right button with the pointer over a blank area of the screen, and you'll see the bar at the top of the screen change to a list of words. Still holding down the button, move the mouse so that the pointer goes over one of these words, and you'll see a 'menu' – a list of options – drop down. Still holding down the button, move the mouse so that the pointer goes over one of the options, and it will be highlighted. If you don't want to select an option, simply move the mouse pointer away off the menus and let go of the button. If you let go of the button while an option is highlighted, you select it.

Menus are referred to by the word at the top of the menu. Try selecting the 'About' option from the 'Workbench' menu. Click on 'OK' to kill the message.



Selecting a menu option involves letting go of the mouse button when the option is highlighted.

WORKBENCH 1.3



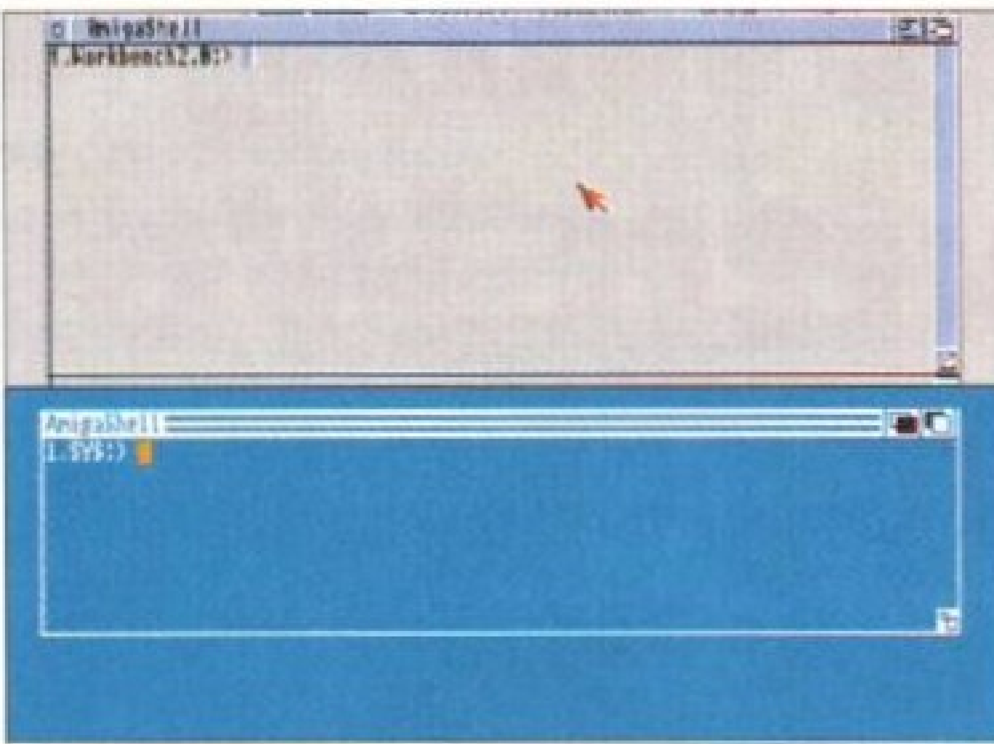
This is probably a familiar sight to *Amiga Format's* older readers who don't own an A500 Plus.

First released about three years ago, this is the third version of Workbench, which has been regularly updated since the Amiga appeared six or seven years back. To use a Workbench disk, your Amiga is also fitted with a matching version of the Kickstart chip (this is the part of the computer that gets the thing ready to work when you first switch on).

For this reason, you can tell which version of Workbench you have without even looking at the disk. When you switch on, if you get a picture of a hand holding a disk with the number 1.3 underneath, you've got this version of Workbench. If you get the same picture with a lower number, you really should talk to your local dealer about upgrading.

Because all of the Amigas that were sold for the three years up to November last year all had Workbench 1.3 in, we'll treat this as the standard for all of our tutorials. But over the course of the next year, you'll see Workbench 2 taking over, so do try and follow how it works, too.

THE CLI OR SHELL



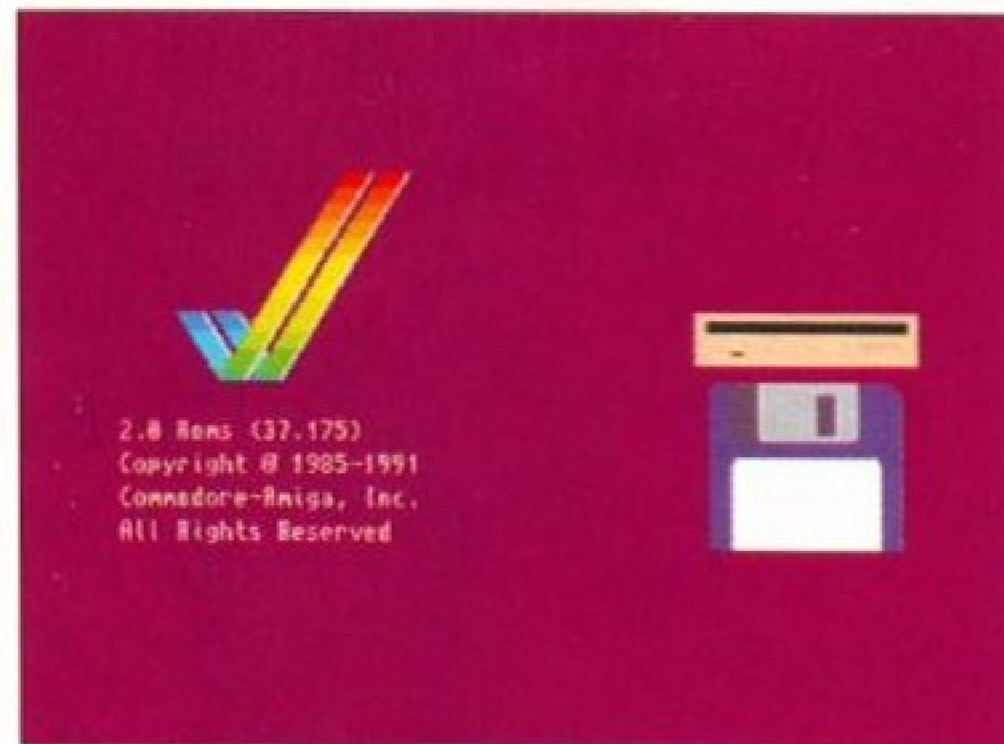
The hidden, but probably one of the most powerful tools of the Amiga: the Shell or the CLI.

Workbench is a 'graphic interface', which means you're supposed to be able to see everything you need to see laid out for you on the screen, and control the computer mostly using the mouse. But there's another interface hidden in Workbench: the Command Line Interface, also known as the Shell. It's there because you can't see everything you need to see on the Workbench, so sometimes you have to use the CLI.

The trouble with the CLI is it's all words, no pictures, and is closer to the way the computer works. This gives it a reputation for being tricky to use. It's not difficult once you know how: and it's quicker to do some things with the CLI. So if you know how to do something using Workbench, try it using CLI as well.

You open the CLI for use by double-clicking on the Shell icon on your Workbench screen. This opens a window, into which you type commands. The computer also prints replies in the window. When you've finished using the CLI, you simply type endcli and press the Return key, and the CLI window will close.

WORKBENCH 2



The new loading screen of the A500 Plus and the sign of Workbench 2. Very Prince-esque.

Anyone who has bought an Amiga 500 since mid-October last year is more than likely to have a new A500 Plus, which is a bit of a mixed blessing. On the minus side, you may already have discovered that the Plus has problems running some software: but on the plus side it's fitted with the new and very much-improved Workbench 2.

You can recognise this instantly, because when you switch your Amiga on you don't get the dull old picture of a hand holding a disk: you get a colourful purple screen with an animation of a disk moving into a disk drive. This, much like the old hand-and-disk screen, means that the Amiga is all ready for you to put a disk in the disk drive.

Workbench 2 is much better than Workbench 1.3 because it really does show you everything you need to see, so you won't need to use the CLI half so much. But it's still worth knowing about the CLI, so whichever version of Workbench you have, do follow the CLI way of doing things as well.

Formatting a disk

Before you can use a disk to store Amiga data on, you must prepare it so that the Amiga recognises it as an Amiga disk. This process is called 'formatting' or 'initialising' the disk.

WORKBENCH 1.3

Load Workbench and then put the new disk in the internal drive. You will see the icon for the disk, with the name of the disk as DF0:BAD. To the Amiga, it's a bad disk because it's not an Amiga disk.



One of the first steps you have to take to initialise or format a disk, so that it's Amiga compatible.

Select the disk icon and then select the 'initialize' option from the 'Disk' menu at the top of the screen. As the Amiga starts to do just what you've told it to do, it will put up a box on the screen. This is known as a 'requester' box, because it's requesting you to do something.

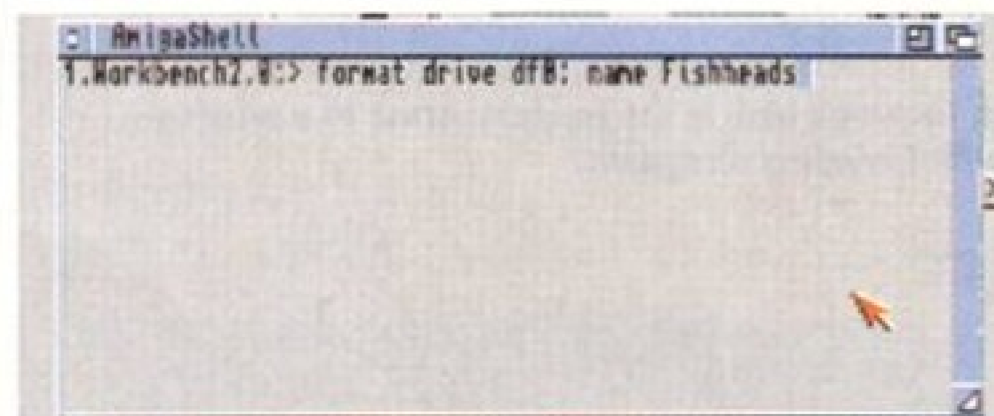
First of all the box shows a message asking you to insert the disk to be initialised in drive df0: which is where it already is. So all you need to do is click on

Continued overleaf

THE CLI OR SHELL

The essence of the way that the CLI works is you simply type in a message telling the computer what it is you want done. In many cases this message is quite simple English, but in the case of formatting a disk it's a bit more computer-jargon like.

The CLI command you need is format, but it has to be accompanied by other bits too. Most CLI commands have other bits – they are known as parameters – which are usually optional. But occasionally, as in the case of format, there are some parameters you have to include.



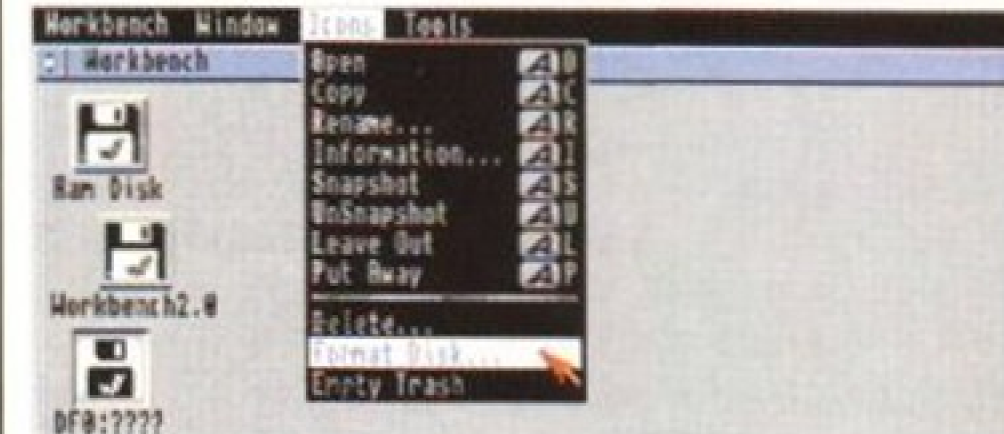
Formatting a disk the CLI or Shell way is not complicated it's just takes a little longer.

Type in the following instructions, but at all times remembering to be very careful about using the correct punctuation and only leaving spaces where there

Continued overleaf

WORKBENCH 2

The process for Workbench 2 is incredibly similiar to that for Workbench 1.3. The only major change is that the menu option you select is sensibly called 'Format disk', which is what everyone calls it anyway, rather than the term 'initialize'.



Workbench 2 is remarkably similar to it's predecessor, only it's now called 'Format disk', not 'initialize'.

Once you've loaded Workbench, put your new disk in the internal drive. You will notice the disk is called df0:????. The Amiga does not recognise it as an Amiga disk. This is a change from the df0:BAD of Workbench 1.3. It's probably a recognition of the fact that quite a few professional Amiga users now frequently use IBM PC disks on their Amiga systems, so a disk the Amiga doesn't recognise isn't necessarily blank

Continued overleaf

FOOTBALL TACTICIAN

Until now, football simulations came in two categories: arcade and management. Few, if any, ever bothered with the all-important STRATEGY which a successful manager is to master, both before a match when deciding on squad selection, and during the match when high-drama, real-time decisions must be made on tactics, substitutions, set pieces and player deployment. But now, for the first time on any major computer, there is a superlative management game that encompasses all forms of soccer strategy: it is called FOOTBALL TACTICIAN. Team selection, needless to say, remains a critical element in any successful campaign: and here you will be aided with a wealth of player data, never seen in any soccer program before. Gone are the days when a player was given a single skill level. Each player is now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand. And then you come to the BIG innovation of FOOTBALL TACTICIAN: full on-line, real-time involvement during the match! For the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! When you further consider that this game is written in 100% machine code (unlike scores of other slow-motion offerings which are written in basic), that up to twenty two users can play this game at the same time, that accurate records are kept on all 440 players in the first division, right down to their exact market valuation, that a built-in editor allows you to change any player's or manager's name, you will realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.

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WORKBENCH 1.3

'continue'. A new message will then appear asking you to confirm that you want to format the disk in drive



Select the disk icon and then select the 'initialize' option from the 'Disk' menu. As the Amiga starts to do

df0:, and warning you that all data will be erased. This gives you a moment to make sure that you're formatting the right disk, not accidentally erasing one you want to keep. Again, click on 'continue' to go on.

The window will now show a continually changing message recording the progress of the operation. You'll notice that the disk is organised into 80 tracks, numbered 0 to 79, so by the time you've reached the high seventies you know you're nearly there. But apart from that little usefulness, there's not really very much point in knowing how a disk is organised, so it's not something we will discuss in any more detail. Besides which, to be honest, i don't know about it!

The Amiga will now print up a message saying that the initailization is complete: and there you are with an Amiga disk, all ready to have Amiga data saved onto it! You'll notice that the disk is called Empty, but we can change this in a minute.

THE CLI OR SHELL

should be spaces, then simply press the Return key:

```
format drive df0: name Mydisk
```

The Amiga will now continue by putting up a message box (a requester) on the screen, and the process continues just as it would if you were formatting your disk from the Workbench screen, until you are left with your formatted blank disk, all ready to be used. The only difference is that your disk will be called Mydisk rather than Empty.

You can put any name in instead of the word Mydisk, within certain limits. The name must be 32 characters or less. You must not use a colon : or a backslash / and you should not use spaces until you know what you're doing: we'll show you how to deal with a file name or a disk name with spaces later on in this series, but for now just don't use spaces. In fact, many experienced Amiga users use a bar like this _ instead of a space. So you could have:

```
format drive df0: name Damien's_Piccies
```

You can also, if you want to be really clever, try another parameter.

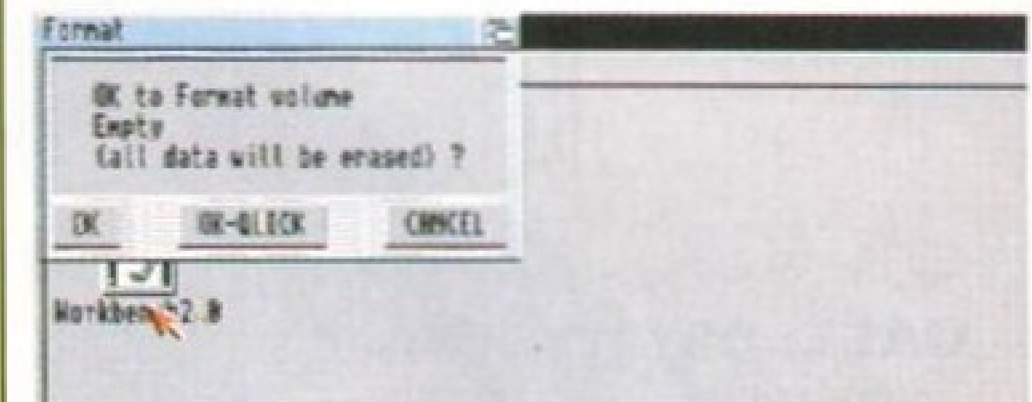
```
format drive df0: name Damien noicons
```

Normally, when you format yourself a blank disk it will have a Trashcan on it. But if you use the noicons parameter, it won't. That's all there is to it. This saves a tiny bit of disk space.

WORKBENCH 2

Select the disk's icon so that it is highlighted. Then select the 'Format disk' option from the 'Icons' menu. You will be presented with the message box with which the Amiga asks you to put the disk you want to format into the drive and confirm that you want to blank this disk. The operation then proceeds much the same as described in the column for Workbench 1.3 users. At the end you will have your blank disk.

It's worth pointing out that Workbench 2 also has an improved system for formatting disks. This is called Fast File System (FFS) and means that it's quicker for the Amiga to read information from disks, as well as squeezing slightly more data onto them. A Workbench 2 machine will happily read disks formatted on a 1.3 machine, but not the other way round: so if you format

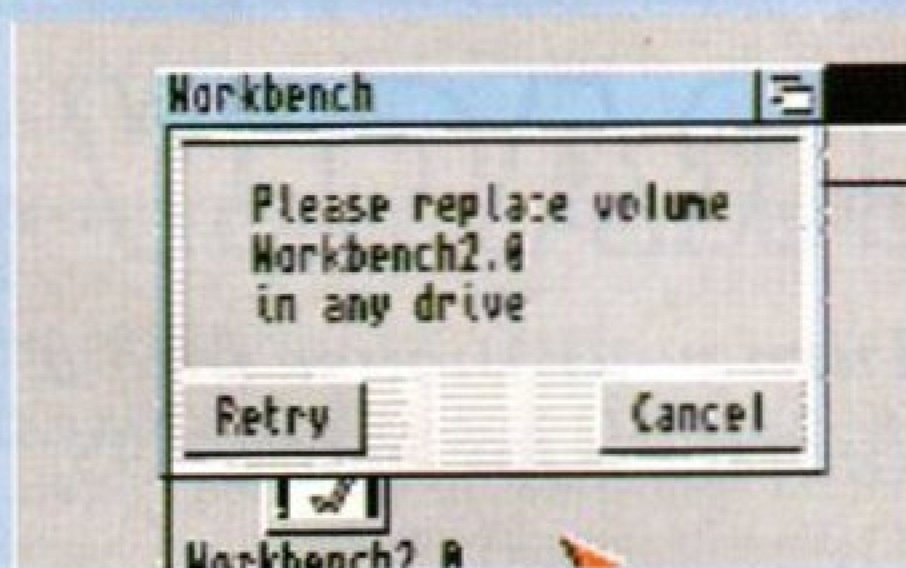


This message is a safe guard, and that you definitely want to erase the disk, ie no second thoughts.

a disk on your Workbench 2 system, it will not work on a Workbench 1.3 machine.

FFS gives you another way of formatting a disk. If the disk is an Amiga disk, it can do a 'quick format', much like deleting all the files on the disk. Select the 'Format disk' option on an Amiga disk and you'll be offered a choice of what kind of format to do.

DISK SWAPPING



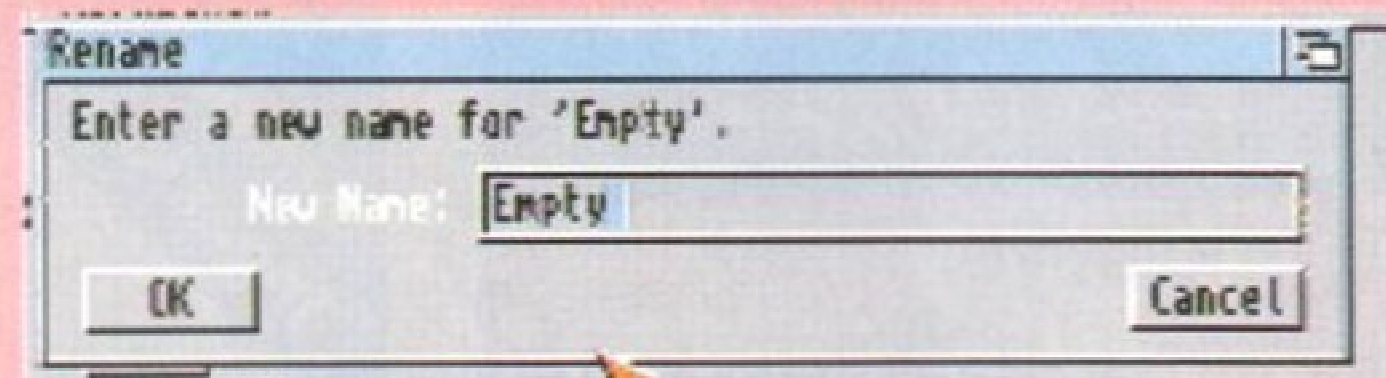
Having two disk drives is handy for playing some games and when you're formatting a disk.

Having two disk drives is handy for playing some games, but it really comes into its own when you're doing anything with Workbench or programs that run from Workbench.

Formatting a disk is a typical example of why it's easier to do with two drives. You have to have the new disk in the drive, of course, because it's the one being formatted. But the computer also needs the program that formats the disk, and this is contained on the Workbench disk. So if you've only got one disk drive, the Amiga will occasionally ask you to put the Workbench disk back in.

If you do have only one drive you may have to deal with several disk swaps when formatting a disk. The Amiga will come up with a requester saying "Please insert disk" and naming the disk, and all you have to do is take out the disk from the drive and put in the one it asks for. Unusually for a requester, you don't then have to click on 'continue': just leave it alone and the Amiga will carry on. Also don't forget to check that the disk drive light is off every time that you take a disk out.

RENAMING A DISK



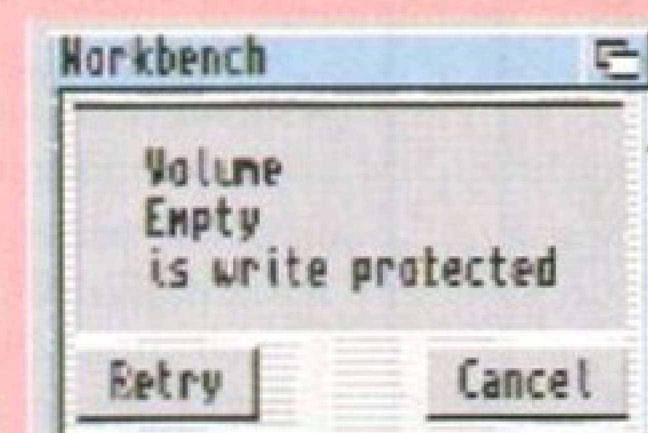
A prompt will come up on screen for you to name your newly formatted disk.

When you've formatted a disk from Workbench, it will be called Empty. But it's a simple job then to call it anything else you want.

Just select the disk icon (click on it once with the left mouse button, remember?) and then select the 'rename' option from the 'Workbench' menu if you've got Workbench 1.3, or from the 'Icons' menu if you've got Workbench 2. A little, long, thin box will come up on the screen with the name of the disk in: simply remove the letters that are already there with the Delete key, type in your new name and press the Return key, and your disk is renamed.

Remember that a disk name must not contain a colon : or a backslash / or spaces.

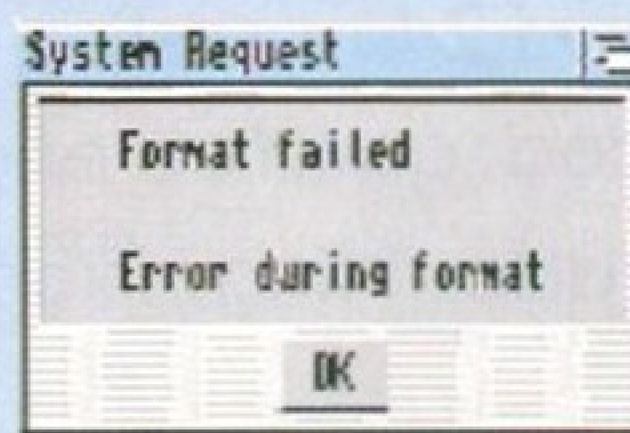
WRITE PROTECTION!



If you get this message it means that the data on the disk cannot be erased and that nothing can be added to the disk.

If you want to make sure you don't accidentally blank a disk or save something on top of useful data on it, move the write-protect tab in the corner so that the hole is showing. Always do this with your Workbench disk. However, when you are formatting or renaming a disk, you will have to make sure that the disk you are doing this to is write-enabled: to do this simply move the tab so that it covers the hole.

ERROR MESSAGES



This could mean that your Amiga's having a bad day or that you've just given him a nasty old disk that's had it.

Occasionally the Amiga will sulk and decide it doesn't want to format a disk for you. It will print up a message on the screen warning you about the problem and saying something like "initialization failed". This may be because there's something physically wrong with the disk, in which case it's no use to you, but it may just be that the Amiga's got confused, so you can try starting again and see if it works.

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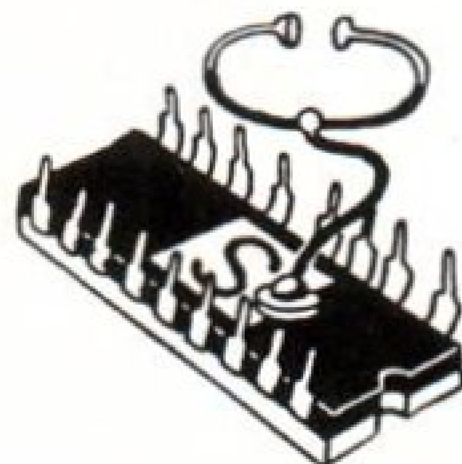
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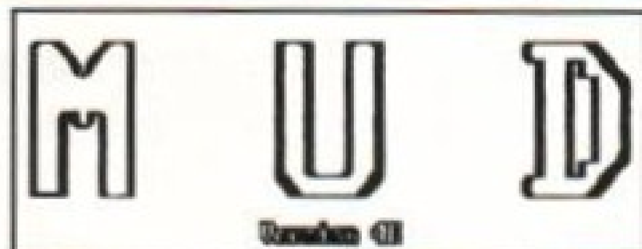
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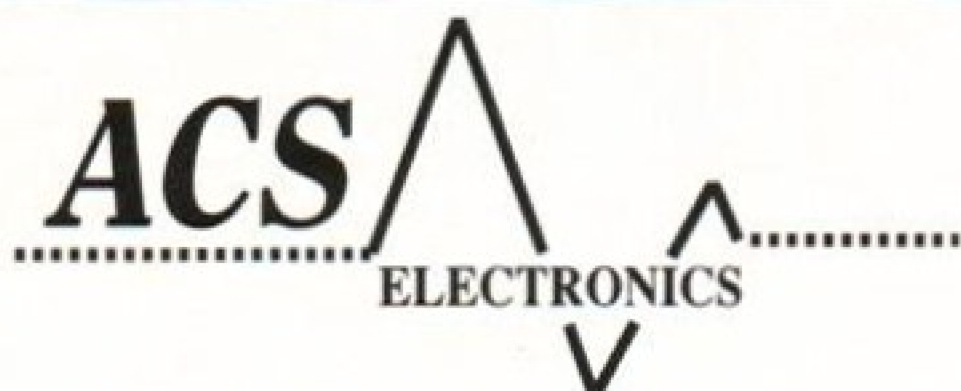
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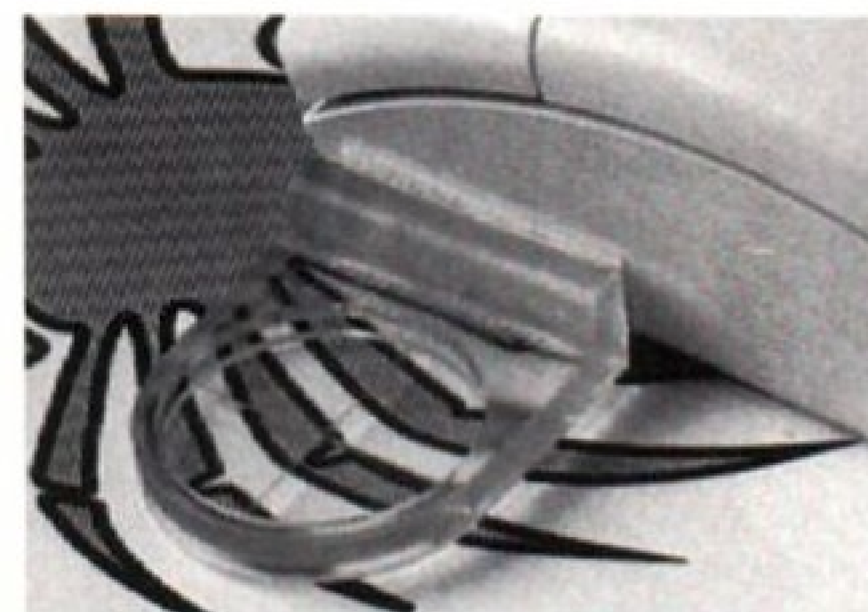
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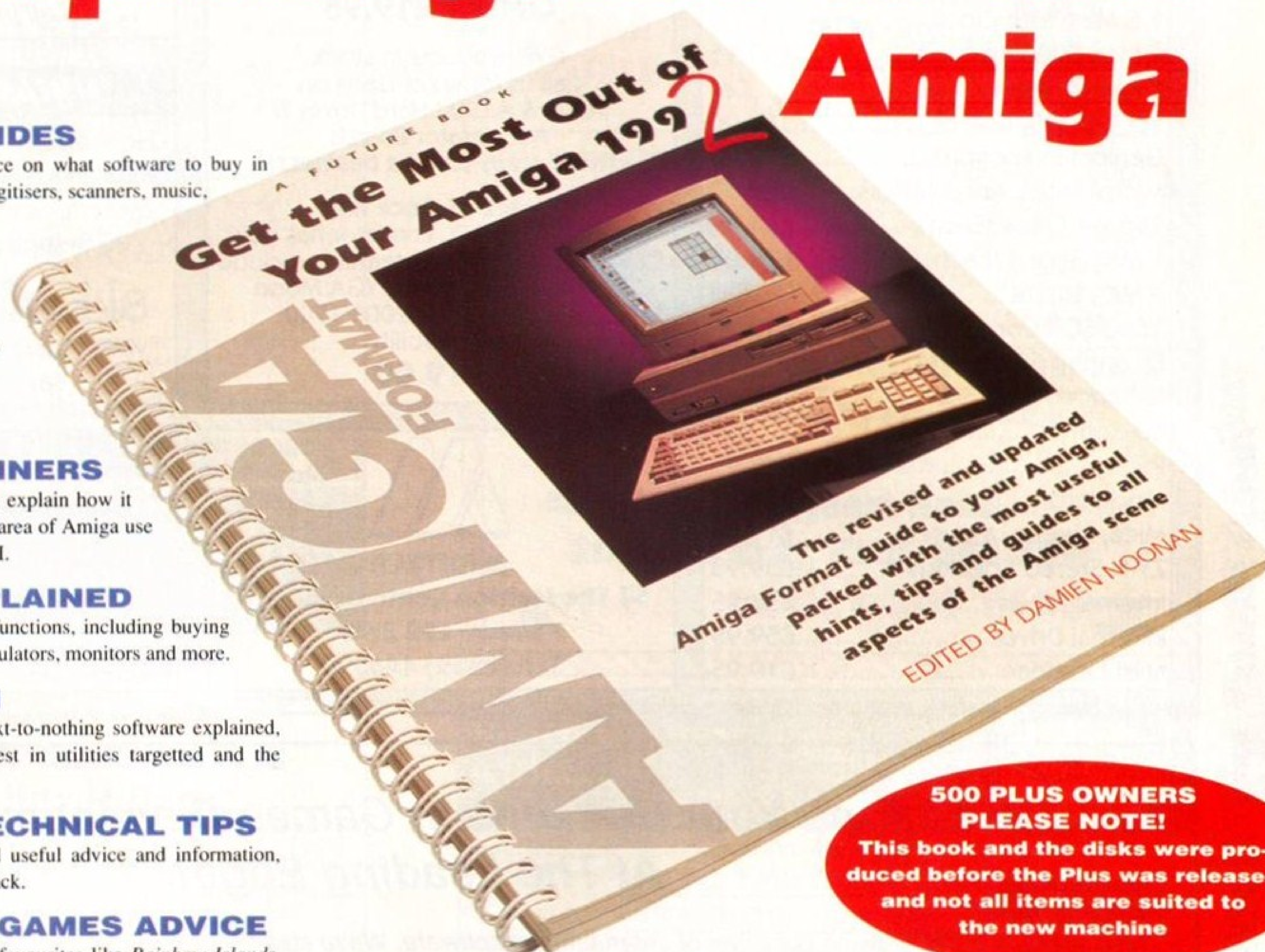
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Factfile 500 Nat History (10)	10.16	10.16
Factfile 500 Arithmetic (6-11)	10.16	10.16
Factfile 500 Jun Gen Knowledge (6-11)	10.16	10.16
Factfile 500 Sen Gen Knowledge (12+)	10.16	10.16
Factfile 500 English Words (12+)	10.16	10.16
Factfile 500 Know England (12+)	10.16	10.16
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Workbench

Pat McDonald flashes his knowledge and gets shot down in flames. Find the right answers to some of the toughest Amiga problems.

CAUTIOUS CHECKING

FROM: RAMON GERRITSEN, HOLLAND

Last week I checked all my disks for viruses, and found that about 80 per cent of them were not DOS disks. The computer gave a message of "880 Checksum error".

1) What does 880 Checksum error mean?

The first thing that AmigaDOS (disk operating system) does when you put a disk in is to look at key 880. This is where a catalogue of the disk's contents is stored. If the disk is written in a custom format (typically game disks are protected against casual copying) then that particular area will not contain the directory.

The reason why "checksum error" comes up is a bit harder to explain. A checksum is a number which can be checked against a series of other numbers (usually it's the total of all the numbers added together). Now, if the checksum is not the total of all the numbers in a particular disk area, then the checksum is wrong, so AmigaDOS thinks that the disk is corrupt.

The reason that these disks do not work properly with AmigaDOS is because they're not supposed to – if you could look at them with Workbench then it would be easier to copy them.

2) How is it possible for these games to work if they are not DOS disks? If they really are not DOS disks, what are they?

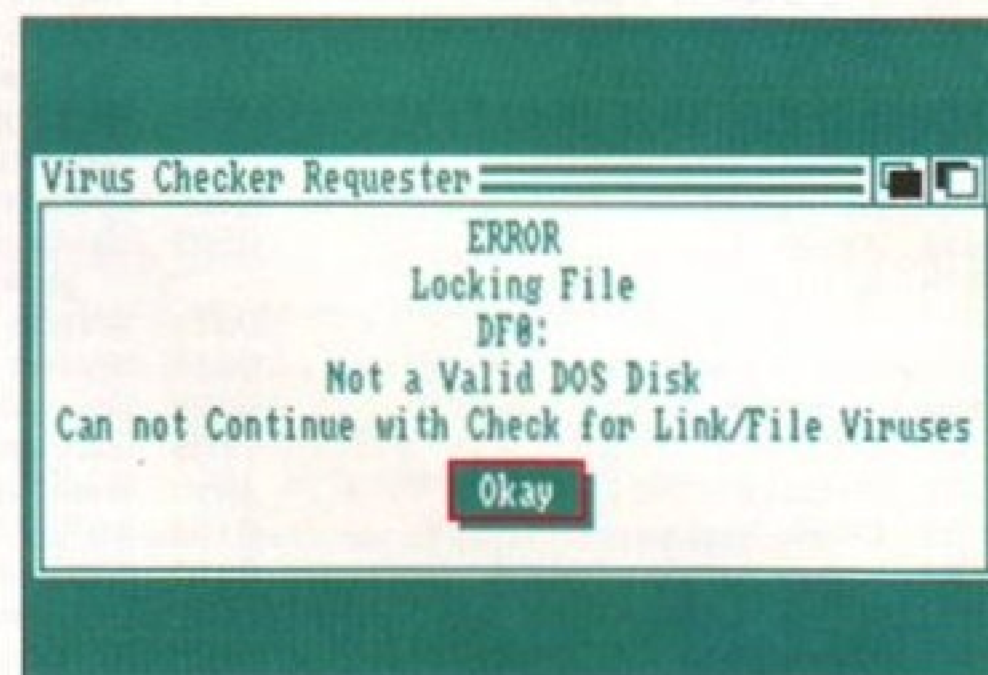
What the game's authors have done is write their own custom operating system. When you switch on your machine and put a floppy disk in, the computer reads the boot block (the first two blocks of a disk). It then runs this as machine code. Normal AmigaDOS disks usually just say "load DOS as normal".

Games disks are not laid out on the disk at all like normal Workbench-friendly disks. They don't have directories which tell the machine where all the files are – and the computer data is scrambled up and encoded to prevent casual browsing. That's why a lot of games make strange, unusual grinding noises, as they push the disk drive to its limits. However, some games do use AmigaDOS properly.

3) Is it impossible to transfer games from such disks onto a hard disk?

Yes it is impossible (well, beyond the abilities of all except hardened hackers). Hard drives need to be AmigaDOS friendly and let you use Workbench – games generally turn AmigaDOS off straightaway and continue with their own loading procedures, looking at particular parts of the floppy disk they're on.





Powermonger, **one of the most fascinating and sophisticated 'God' games ever released. But it's just a heap of junk without its custom boot block. If you get the message displayed on the right, and the game works, leave it alone!**

4) I have a Public Domain program that looks a lot like SID, but when I load it and put certain disks in a message appears saying "Can't get Lock". What does this mean?

Essentially, the disk is not in fact a DOS disk. What your program is probably doing is turning off AmigaDOS (or at least the Workbench) and using its own custom-written, fast-as-lightning machine code. Same problem, different message.

UNCAUTIOUS CHECKING

FROM: S M SMITH, LLANDRINDOD WELLS

When I bought *Amiga Format* 31 I was pleased to find a virus checker on the Coverdisk. I would be grateful, though, if you could suggest why the disks I placed in my internal floppy disk drive (while running *V-Check 5.26* from my external drive) now have Checksum 880 errors and won't run.

What I assume has happened is that the virus checker program put up a message saying "This disk has a non-standard boot block" and you thought, "Aha! A virus!" and zapped it. V-Check 5.26 does not wipe boot blocks unless you tell it to.

The disks in question are *Powermonger*, *Corporation* and *Dragon's Breath*. As you can appreciate this has caused me a considerable loss because each of these games retails for £19.99 or more. How do I get my games back again?

There are two ways. There are programs in the Public Domain (*BootX* and *Virus Expert 1.4* come to mind) which you can use to record the boot blocks of games onto blank disks (about 30-40 per disk). Then if you (or a virus) wipe the boot block, you can use the program to copy the correct boot block back onto the disk. Hey-presto, it works again.

In your case, the damage has already been done. Most, if not all, software houses will replace damaged disks for a charge ranging from £3 to £5 (to cover losses on the disk, postage and packing and the time it takes to do).

If you had of course got around to reading the instructions on Page six, "Never wipe the boot block from a games disk – that will probably kill the game forever", you might not have done something so rash. Just remember for next time – if a disk works, then don't wipe the boot block. I hope that's been a help.

NEW MUSIC-X USER CLUB

FROM: DAVID ROTHAN, 5 WINCOTE DRIVE, TETTENHALL, WOLVERHAMPTON, WEST MIDLANDS WV6 8LR

I read with great interest the letter from EH Tatton ('Angry and Annoyed') in *Amiga Format* 29. I too had a great deal of trouble with Monumental Music. This was probably due to the unavailability of a printer I asked for, rather than them being "rip-off merchants". After I waited seven weeks, though, I had a frantic telephone call and they sent me a cheque which cleared straightaway.

In the middle of a recession I feel that small companies do not deserve this sort of bad press from *Amiga Format* without a full investigation of the facts. If it was not an isolated incident then fair enough.

Supposing Monumental Music no longer exist, there is a bit of a gap for *Music-X* support. As a semi-professional user of this software in my extensively equipped multi-track studio, and having worked with the program for about a year, I feel I may be able to help other people to get the best out of it.

While not being an absolute expert in areas such as producing protocols for various MIDI gear, I would be prepared to form a user club and try to gain access to information from other experienced users in order to give a full service to everybody.

If anybody can help me at all (samples, sequences, protocols) then please do not hesitate to get in touch.

Just a few comments; we do permit readers to express themselves freely within reason; it was not an isolated case (quite the reverse I assure you); the company in question had gone out of business and finally, allowing a reader who lost out to voice his opinion is surely not too upsetting.

Thanks for opening the service, and I wish you every success in your endeavours. Remember give tips to David – don't just ask for them! And do enclose a stamped, addressed envelope for your first enquiries.

£50 HITS THE JACKPOT

FROM: DAVE HADLEY, OCKFIELD

There were a couple of deliberate (?) mistakes in Workbench in *Amiga Format* 31. The first was that, for A500 Plus owners, you said that to edit the startup-sequence of *Octomed*, you had to type this from the Shell:

```
ed Octamed:s/startup-sequence
```

That isn't right. For an unmodified Coverdisk, you should in fact type this from the Shell:

```
ed OctaMed1.01B:s/startup-sequence
```

Or, if you have renamed the disk to OctaMed1.00 (which is what it should be) then use this instead:

```
ed OctaMed1.00:s/startup-sequence
```

Guilty as charged.

The PC joystick connections also didn't work (a bit dangerous as the plug has a live +5v). Well, all right, you only got one pin wrong, pin 2 on the PC 15 way connector should go to pin 6 at the Amiga end, not pin 3 as you say. I have done my own list of connections. Note that this is different to the one you printed, but that's just so it looks a bit tidier – the only wrong one is pin 2-6 as opposed to 2-3.

15 Way Connector	9 Way Connector
1 +5V	7
2 Fire	6
3 Pot Y	9
4 GND	8
5 Not used	–
6 Pot X	5
7 Fire (Link to pin 2 on 15 Way)	–
8 Not used	–
9 Not used	–
10 Not used	–
11 Not used	–
12 Not used	–
13 Not used	–
14 Not used	–
15 Not used	–

Erm... OK, I should have checked that one more thoroughly. I've checked yours and have to admit I was wrong again.

I was very disappointed to find that despite no indication on the front cover of *Amiga Format* 31, the *Knightmare* demo doesn't work on the A500 Plus. It does put up a message when it actually loads the menu, but that didn't help me when buying the magazine from a shop.

I would have put up with a non-compatible disk way back in October or November, when the machine was new. But even with your lead time of a couple of months, surely you could have made it compatible or at least advised us that it didn't work!

This is an explanation of what happened, not an excuse. We're sorry that we put so many A500 Plus owners down in the doldrums, and we'll make sure that you get a 'clear buying decision' on whether the Coverdisk is Plus compatible (it should be always, but you never know)...

When the magazine was being printed, we learned that the *Knightmare* demo wasn't going to work on the Plus. Now, Tony Crowther (the programmer behind *Knightmare*) did offer to work through the Christmas break on a fix. Unfortunately, the people who mount the Coverdisks onto the magazines were not so easily persuaded so...

We put a Fix on this month's disk! Only fix the *Knightmare* demo once, because repeating the process messes up the disk. Oh yes, and of course it still works on other Amigas. And please accept the £50 software voucher for your research into a) OctoMed and b) the PC joystick adaptor.

MORE SPEED

FROM: F SCOTT, TYNE AND WEAR



VistaPro can produce stunning images, but without an accelerator card it literally takes hours to generate scenes.

After buying a copy of *VistaPro* I have come to the conclusion that either a) I'll have to spend many long hours studying the wallpaper or b) invest in an accelerator card.

1) Can you recommend an accelerator for my A500, at about the £250 mark.

Solid State Leisure's A5000 would give about the best performance for this price. It costs £199 for the basic 1Mb version – you could spend the extra on a 68881 maths FPU (Floating Point Unit) which would considerably enhance it.

2) With regards to performance (that is speed at rendering images) what can I expect?

With an A5000, about four or five times as fast, assuming that you get a 68881 chip as mentioned in my previous paragraph.

3) Does it make a difference to have an unpopulated accelerator, or one with maybe 1 or 2Mb of extra RAM on them?

Yes it does. RAM fitted to an accelerator allows you to run your programs from the accelerated RAM (it's called 32-bit memory for the curious) which starts off twice as fast as ordinary 16-bit fast RAM on a standard Amiga. However, *VistaPro* takes up quite huge chunks of memory, so I'm afraid that you'll need at least 4Mb to do this – which pushes the price probably beyond the limit you specified.

Even on a 1Mb accelerator you can still boost the processing speed of your computer. It's a little trick called 'ROM Shadowing'. The basic theory is that the computer copies the built-in ROM chip to the accelerated 32-bit memory. The figure mentioned above assumes that you will do this anyway.

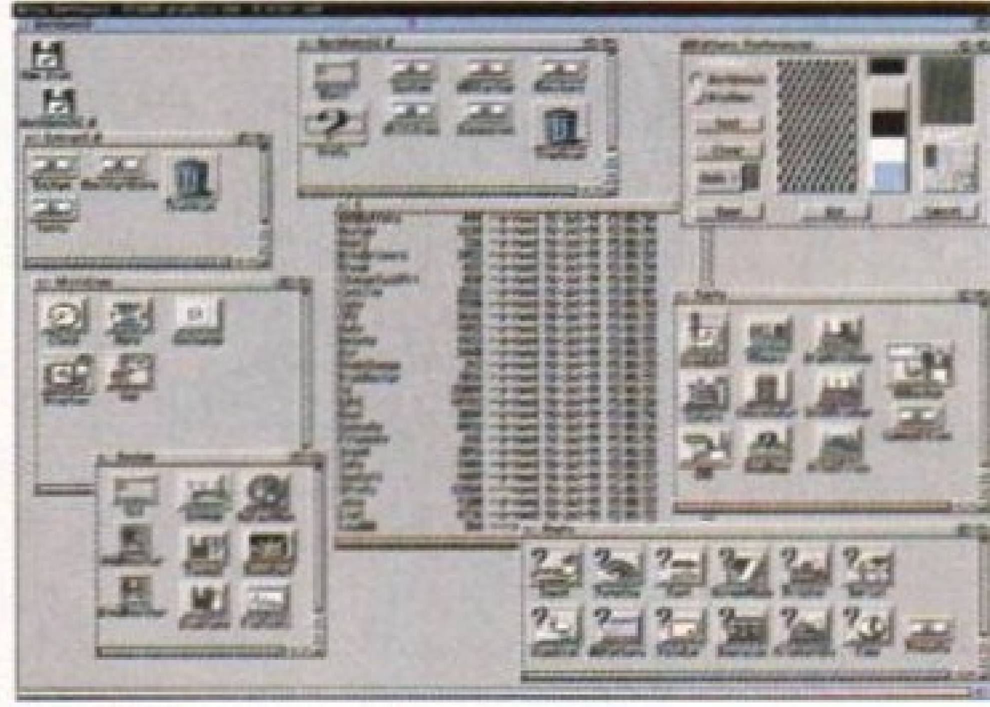
Every time a program uses a ROM routine (for standard routines like printing text on the screen, checking a disk directory or calculating a number) the machine will use the accelerated copy of the ROM, rather than the ROM chip itself.

4) Is it possible to render my own landscapes (rather than using random ones) making up the data from maps? How do I find out how to input this information?

Yes it is, but to get that information you will have to write to the authors (HyperCube) in the States. While you're at it, send the registration form – this is worth doing with all software, not just *VistaPro*.

FUTURE POSSIBILITIES

FROM: SAMI AYUBI, ITALY



SuperHiRes gives you an unrivalled view of Workbench. If you're sick of opening and closing windows, it's brilliant.

I have an A500 and an A2000) and I am considering the pros and cons of the CDTV.

1) Could I use my A2000's keyboard with a CDTV?

Not without an adaptor – the connectors are different. I don't know of anyone who supplies such items.

2) When Commodore release the CD-ROM drive (the box that lets you use CDTV titles on an Amiga) will it work with my A2000?

No. At least not for six months, and possibly never. If they don't, it's likely a third party developer will produce one though.

3) Will it look like a Commodore external drive (off white and ugly) or will it be black and have an extension cable so it can sit with my hi-fi?

Off white and ugly. It would look silly plugged into an A500 if it was black, wouldn't it? As for an extension cable – an 86-way ribbon cable would do, except that it would be six inches wide!

4) How much will it cost?

That depends on the final design. Commodore UK are still deciding whether to put a through port onto it (so that you can use the A590 hard drive and the A690 CD-ROM drive at the same time). Such a set-up would be about a metre wide though (over a yard for you imperialists), so it could well be dropped.

With a through port, I can't see Commodore selling it for much less than £399. Without, £350 seems like a more reasonable figure. I must make it clear that this is an educated guess rather than being inside information (not that Commodore give us any).

5) Is it possible to get Kickstart 2 for my A2000?

If it is not by the time you read this, it will be a couple of weeks away. The demand for them is quite high, so you may have to order them and wait. If you just want the ROM chip (not too fussed about getting manuals and disks) then Ace Repairs (0503 220282) sometimes have them for about £60.

6) Is it possible for Workbench 2 to be used without the Enhanced Chip Set?

It can, although it cannot use any of the extra screen modes. If you have a flicker fixer and a multisync monitor wired to your A2000, the difference has to be seen to be believed – Workbench screens four times the area of earlier versions!

7) Is it any faster?

Yes, it's much faster. An A500 Plus only has chip memory, which makes it run at 95 per cent of the speed of an A500 with some fast memory. Yet Workbench is about twice as fast! This is due to Commodore abandoning all the old C and BCPL development systems, and using machine code.

8) I have noticed, from various advertisements, that CDTV titles are really expensive. Theoretically, though, they should be cheap to make – I read in *Which?* magazine that a compact disc costs about 90p to produce and the box itself only another 90p. The apparent reason for standard computer software being so expensive is 'having to research many new methods of copy protection'.

The wonderful thing about CD-ROMs is that they are uncopyable, unless of course you have quite a lot of DAT gear or a CD pressing plant, both of which are very expensive. By the time you account for that, surely about £10 could be knocked off the price, allowing for the royalty money?

Oh no, no, no! For one thing, CDs are twice as expensive to produce in the UK as they are in the USA (I put this down to greed). The cost is more like £1.50-£2. Then you have to consider Very Awful Tax, which is about a fifth of the price of anything these days.

The guy who sells it from a shop has to make his £3 or £4. After the royalties have been paid to the designer, the people who actually put it together and tested it have to be paid. That leaves about £5 or less pure profit on a £25 CD title, bearing in mind that the only people buying them now are obviously CDTV owners and there's only about 20,000 of them in the UK at the moment.

Your points about piracy are quite valid – but when you consider the sheer size and complexity of testing a CD title, then the price seems quite reasonable. Also, bear in mind that just because pirates can't copy the whole CD, they can still steal parts of it.

I doubt that CD title prices will drop. What will happen when Amiga owners are able to buy CD-ROM drives is that sales will increase. The theory is that this boost will be reinvested in CD development, which means better quality, which means non-computerate Joe Bloggs might be tempted to buy a CDTV. It's quite a gamble, but let's hope it's worth it.

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Answerfile

And now for a little light reading on some of the more basic Q and As about Your Amiga's bits, yet again skillfully managed by **Pat McDonald**.

Q **I'm very happy with my A500 Plus, except for one thing. I do not understand how to blank a disk and create lots of drawers within drawers for names, addresses, telephone numbers and so on. What I don't know, though, is how to actually put the information onto a disk, or create it in the first place. Help!**



The A500 Plus is a superior kind of Amiga, but you still need to buy extras to use it as a computer rather than just a games machine.

A What you need is either a word processor, or a text editor (the difference is that WPs are designed for writing English, while text editors are for writing code for programs). There is a text editor included with Workbench called Ed. You'll find it in the C directory and the instructions are in the manual. And you'll find it's diabolical.

Commercial alternatives are; *KindWords 2* (not very compatible with the Plus, slow); *QuickWrite* (very fast, ideal starter pack); *ProWrite* (bit slower, couple of trivial incompatibility); *Protext 5.5* (very fast but expensive, English Collins dictionary); *Wordworth* (bit slow, same dictionary as *Protext*, very friendly).

If you want something cheap and simple, the Public Domain program *TextEngine 2.1* is very good. Phone a local PD library (they advertise extensively – see if there's a local one) and ask them if they have it.

Q **I've seen the ARexx programming language mentioned a few times in *Amiga Format*, and I just wondered if it had anything to do with Rexx on the IBM PC. Is it the same? Because Rexx was really, really good.**

A Yes, it is much the same, only better.

Q **My Amiga's picture is distorted on my TV. I can use Preferences to move it around, but it's just too big to all fit at the same time! What can I do to rectify this?**

A It's not your Amiga – it's your TV. I would recommend you get a TV repair man round to fiddle with the internal settings of your TV and take the picture down a bit in terms of overall size.

Q **Just a quickie – are internal (trap-door) memory expansions on the A500 Plus configured as chip or fast memory?**

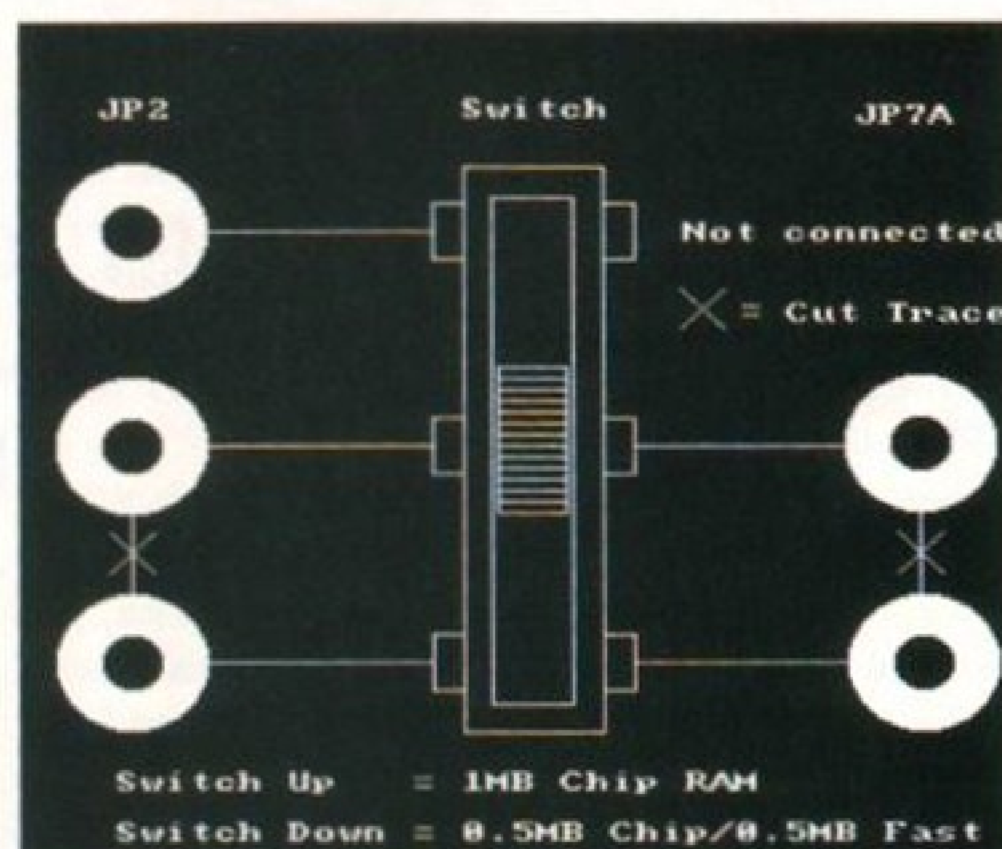
A Always chip. You can use any 512K trap-door expansion on a Plus, but a 1Mb expansion should be labelled as compatible with the Plus.

Q **When I copy disks to RAM:, I often get the following error message "RAM disk is full". Why? I have 1Mb.**

A Amiga floppy disks can have more stored on them than the PC or ST equivalents – about 880K. If you check your memory meter you will find that about only 887K is free.

Seeing as the Amiga needs some memory to copy information from one place to another, it's understandable. However, if you use the Shell copying method as detailed on the Coverdisk pages, you should have no problems with copying disks.

Q **After having modified my A500 to get 1Mb of chip RAM as detailed in the last issue of *Amiga Format*, I was disappointed that 15-20 per cent of my software didn't work anymore (it needed some fast memory). I know I can splash out for a Cortex, SupraRAM 500RX or Ashcom AX508 to get up to 8Mb of fast RAM. Couldn't I just fit a switch to choose whether I have 512K fast/512K chip or 1Mb chip?**



Here's the switch wiring diagram. Make the leads long enough to reach the trapdoor, and keep the switch in there.

A Yes, you can. Thanks to Neville Tanner for this information – you need a dual position dual throw (DPDT) switch and some wire. Wire it up as per the diagram. Only switch when the machine is off. For confused people, as to what to cut and solder on JP2...

...Cut the trace between the outer and middle pad, and solder between the other outer and middle pad – so break the connection that's there, and make one between the opposite pad and the middle.

Neville also pointed out that I hadn't mentioned that the speed of the chips on your trap-door memory expansion is quite important. Some older Commodore A501s (the ones that used to cost £150 for 0.5Mb!) operate too slowly. Look at the last couple of digits on the number printed on the chip.

It should be as low as possible, specifically 08 or 10. If it's 15 then it's too slow to keep up with the internal chip memory, and you need a new expansion board (or some faster chips at any rate).

Q **What is a boot block?**

A A boot block is the first couple of tracks on a disk. All programs that start on their own (Workbench, games and serious software) have it.

What happens is your Amiga displays a picture saying "Insert a disk". You put the disk in. The Amiga reads the boot block in and runs it (it's really a program, although a very special one).

Usually, with Workbench and serious software, the boot block just tells the Amiga to start working normally, displaying a Commodore Amiga copyright message and executing the startup-sequence file in the S directory. Most games are different though.

Games don't bother using the standard way of doing things (the disk operating system, or AmigaDOS for short). Instead, they all have their own custom methods of doing things, which means that most game disks are a) individual one-offs and b) totally incompatible with AmigaDOS.

The problem is that some boot blocks are really viruses (programs which knacker other disks, and can copy themselves to other disks without you being aware of it). People who use virus checking programs are often spooked by the virus checker saying "Unknown Boot block" when they check a game disk.

For 99 per cent of the time it isn't a virus! If you put a normal boot block onto a games disk, the old custom boot block is gone forever and the game doesn't work anymore. You then have to get a replacement from the software house that wrote the game, which costs a few quid.

Q **While digging about inside my A500, I noticed the words 'B52 Rock Lobster' on the circuit board. What does it mean?**

A There is a band called the B52s. They had a recent hit called Love Shack. A few years before that, when the Amiga was gestating, they had another hit called Rock Lobster.

B52 Rock Lobster is the technical name for the A500 circuit board – whether it's a revision 3 (which doesn't have revision 3 written on it), 5, 6A, 7 or 8 (the A500 Plus). They're all B52 Rock Lobsters, in other words the domestic 'home' version of the Amiga. It just goes to show you that Commodore do in fact have a sense of humour.

Q **Does it matter if my monitor or TV is too close to my computer or disks?**

A It doesn't matter if it's close to your computer. But don't put disks on anything magnetic (which includes TVs and monitors and also loudspeakers). This can corrupt them.

Q **Your Shell back-up procedure doesn't work – the only thing that I keep getting is the message: "Insert volume DFO in any drive". Why, how do I get it working?**

A Simple, and a very common mistake. It should be 'DF0:', as in zero, not 'DFO:', as in the letter. It just stands for disk, floppy, zero (most computer numbers start at zero). So if you get another drive, it would be:

```
Diskcopy from DF0: to DF1:
```

Q **I've noticed my drive light stays on, even when a program has finished loading. Now I don't want to switch off the computer with a disk in the drive, because I understand that I can damage the disk. Why does it happen, and what do I do?**

A The most common cause is programmer error; the person who wrote the program forgot to turn the drive light off! You're right to avoid turning the machine off with a disk in the drive – instead, you should do a soft reset (press Control and the two keys either side of the space-bar).

Do not do this if the computer is saving anything to disk (if you are saving a picture from *Deluxe Paint*, for instance). Although it may look like the computer has finished, the disk drive may not have.

If you're saving information, check that the drive light has gone out before proceeding – if the computer stops working (crashes) at this point, you have to reset as above and hope that your file was saved properly. This is rare though.

Q **How do I get *Doody* from Coverdisk 31 to work on my Amiga? I have 1Mb.**



Be warned that *Doody* may or may not work with older Amigas (2 years or more), due to the old 8370 Agnus chip.

Easy! Make sure all external disk drives are disconnected first. Click on quit from the Console menu, then type this (always press the Return key after each line):

```
Memclear
```

Then type:

```
Doody/Doody
```

Remember, to turn the machine off to get rid of it. Thanks to all the people who wrote in.

Q **How do I get *Doody* from Coverdisk 31 to work on my Amiga? I have 512K.**

A You can't. But there is an easy way to get the *Knightmare* demo to run on a 512K machine by clicking on Quit from the Console menu by typing:

```
Memclear
```

And then typing:

```
Knightmare
```

Q ***Sequencer One*, *Graphics Workshop* and the *Deluxe Paint IV* demo do not work. Is it because my 0.5Mb A500 doesn't have enough memory (the error code is 103)? If so what is the best 512K expansion: I suppose I have to upgrade sooner or later.**





To use creative software like *Graphics Workshop* or *Sequencer One*, you really do need 1Mb or more of RAM.

A Yes, it is due to a lack of memory. I will be endeavouring to make the Coverdisk as 512K-friendly as possible, but it's not really up to me. With the release of both the standard 1Mb A500 early last year and now the Plus, 1Mb looks set to become the new, basic model for the whole Amiga industry. The *DPaint IV* demo didn't work because *DPaint IV* needs 1MB – the other cases are similar.

As for what is the best expansion to buy, the Ashcom (0530 411485) one came tops in the last survey that we did. It doesn't really matter which one you actually get (though avoid the Trilogic – it's a bit sensitive to static), because they all cost about the same and do the same job.

The ones from Datel (0782 744707) with a Fastmem/Chipmem switch built in are the most convenient if you want 1Mb of chip RAM. Finally, get one with a clock if you want to date-stamp your files in future (make the computer remember when the files were created).

Q **Do you need 1Mb of chip RAM and the ECS to use WB2?**

A No.

Q **Does a Kickstart switcher invalidate the warranty on an A500 Plus?**

A Yes, but only if you try and have a go at fitting it, as opposed to taking it to a licensed Commodore dealer.

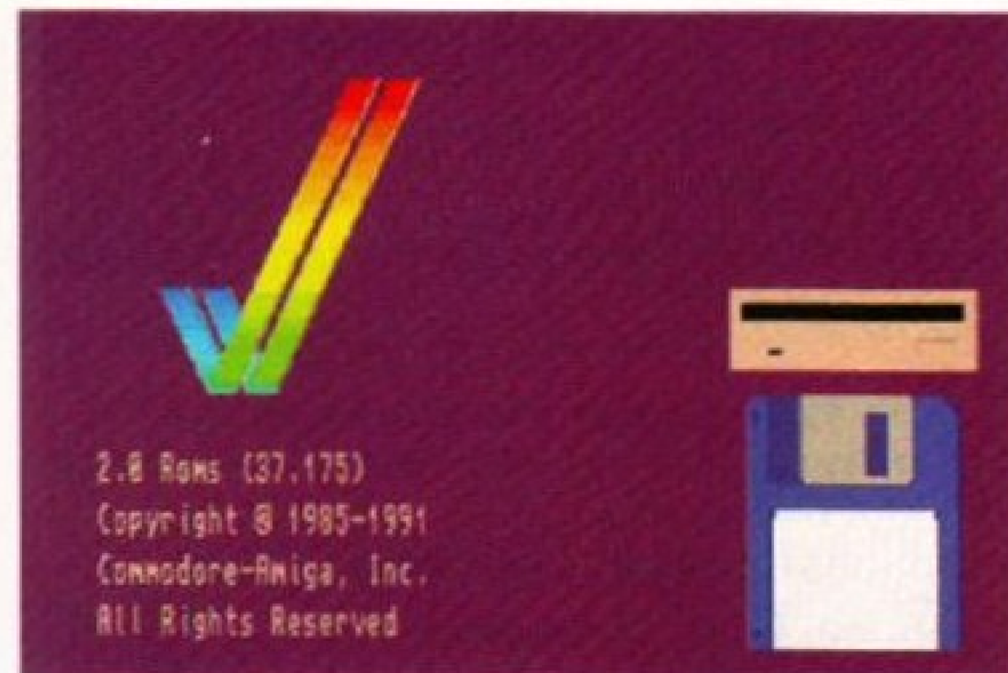
Q **Why is the mouse pointer so slow on the CDTV when you are using Workbench from a floppy drive? Is the Game Brick worth £70?**

A Because the infra-red link that is used by the CDTV's controller is slow (well, they all are – check your TV remote if you don't believe me). The Game Brick is quite excellent (the trackball fits well in the hand, and the joystick/mouse connectors let you plug in normal joysticks and mice which work at normal, fast speeds).

Personally, I don't think it's worth £70 (£50 maybe). But then, I'm not responsible for setting the price, and I'm not an avid games player who needs the most responsive controllers.

Q **Does the Workbench 2 disk work with 1.3 Amigas, like the 1.3 disk worked (sort of) with 1.2 machines?**

A No. It just says "You need a Kickstart 2 ROM to use this disk".



You really need a Kickstart 2 ROM chip fitted to see this starting screen and to use Workbench 2.

Q **Can I expand my A500 beyond 1Mb? How?**

A Yes. There are a large number of boards which fit into the trap-door. They're cheap, give you between 1.8 and 6Mbs and invalidate your warranty. Avoid them like the plague, because you need to run a disk before your Amiga will recognise them. And they need to be connected to the Gary chip inside your machine. (Sounds dodgy? It is!)

If you want to keep your warranty, there are three different makes of memory expansion which fit on the left-hand side of the machine for about £150-£200 (Cortex, SupraRAM 500RX and Ashcom AX508). There are also sundry hard drives with similar capabilities. All such devices are Plus compatible.

The Amiga recognises the memory from when you turn on, and you can expand them from between 0.5Mb (Supra) or 2Mb (Cortex, Ashcom) all the way up to 8Mb. That's the limit unless you get an accelerator card that is.

Q **How do I connect a MIDI keyboard or two to my Amiga? There are no MIDI ports on the back of the machine, unlike on the ST.**

A Yes, that's true, but what about the people who have no intention of using MIDI? Should we pay for a port that we never, ever intend to use? What you want is a MIDI interface. These are widely available (Datel do several different versions, depending on how much you want to spend).

If you're wise and purchase for the future, get one with MIDI In, Out and Thru. Oh, and they always plug into the serial port – bad news if you have a serial printer or a modem, because you have to unplug something every so often. Beware of buying a switchbox to choose between different serial devices, as these often don't work with Amiga peripherals.

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WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat will try to answer you in the mag. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
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GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send it in to Maff and you could win a prize. Or if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
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LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes for the best two.
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Letters

Once again, our postbag has been bursting at the seams, and this month it seems that the quality is higher than ever. Keep writing, you literate lot, but for now pause and see what others have on their minds as editor **Damien Noonan** peruses your offerings.

WE ARE AMUSED!

PRIZE

I have been thinking of getting a better monitor, so when I saw that my local branch of Dixons had a Philips CM8833 set up on an Amiga I took in a disk with some of my own graphics on it and asked if it would be OK to run them, so I could see what they looked like on the monitor.

The assistant said this would be fine, and reset the Amiga. I asked if he had a Workbench I could use, to which he replied "That's OK, sir, it will work fine on the shelf"! I do like well-trained staff, don't you?

Bruce S Binder, Dorking

Excellent! If there's anyone out there who doesn't get the joke, you need to turn to the beginners' series on Page 197 this instant.

BASIC CONCEPT 1

Much has been said about the arrival of the A500 Plus, but one point which occurred to me is that the computer is now selling without any form of programming language included. Many people may not think this is a bad thing: with the incredible amount of good software available, why should anyone want to spend their time writing more?

However, I feel that program writing is a useful way of gaining insight into the workings of a computer and is probably one of the most creative aspects of owning a computer.

Having used AmigaBasic but abandoned it for AMOS I myself do not mourn the demise of this outdated language. For many years Commodore have been supplying the A500 with a version of Deluxe Paint, giving people access to the best in paint packages. Surely now is the time to do the same for programming and make a deal with Mandarin.

E Dewhurst, Longridge

Tech Ed Pat tells me that the original AmigaBasic was written by Microsoft, and the theory runs that the major American firm would not now have the time or the inclination to write a new version, nor could Commodore afford to have it done. I'd be glad to hear from anyone who knows more.

Whatever the case, and however much you personally appreciate AmigaBasic, it's always been true that this has been criticised by the experts as difficult to use and ineffective. As such, no-one misses it greatly. We'd advise anyone making a start in programming to wait for Easy AMOS from Europress, which will be arriving next month and takes beginners step by step through learning to program, restoring some of the fun people used to have learning to program on older machines like the Commodore 64.

BASIC CONCEPT 2

All home computers (except the Amiga) have a Basic programming language on ROM to appeal to the keen computer user. Until the A500 Plus, Commodore provided the user with AmigaBasic as software and also with an AmigaBasic manual. Many excellent programs have been written in AmigaBasic – I have four books of such programs, including disks.

But why has Commodore not supported a language on the A500 Plus? They have put AREXX in ROM, with rexxsupport.library in the LIBS directory, its own directory containing nine programs and REXXMast in the System directory. Yet there is nothing in the manual on how to write in AREXX. I have never even seen a REXX program apart from AREXX! It must be a powerful language for Commodore to put so much on ROM. I believe it has something to do with Unix.

Douglas V Griffiths, Saxilby

AREXX is a marvellous inclusion by Commodore, because it is going to be important in all 'serious' applications in the future. Already, AREXX support is included in numerous creativity programs. Essentially what it does is let you create a script to tell any number of programs what to do: so once your script is written, you press the button and sit back and watch while all the processing is done for you.

However, you can also use AREXX as a programming language in its own right, even though it was never really intended for so base a purpose. We'll be taking a closer look at what AREXX is, how it works and how to create simple programs with it very soon.

Continued overleaf

WRITE A LETTER, WIN A PRIZE - MAYBE!

Has it ever occurred to you to wonder why newspapers and magazines offer prizes to people who write them letters? Generally, I've always assumed, it's because they're desperately short of letters to print. We don't have any such problem. We always get stacks of letters: but we keep on giving the best, most interesting, thought-provoking or amusing a prize of an ***Amiga Format*** T-shirt and binder, partly because we're such generous souls, but also because we think your efforts deserve reward.

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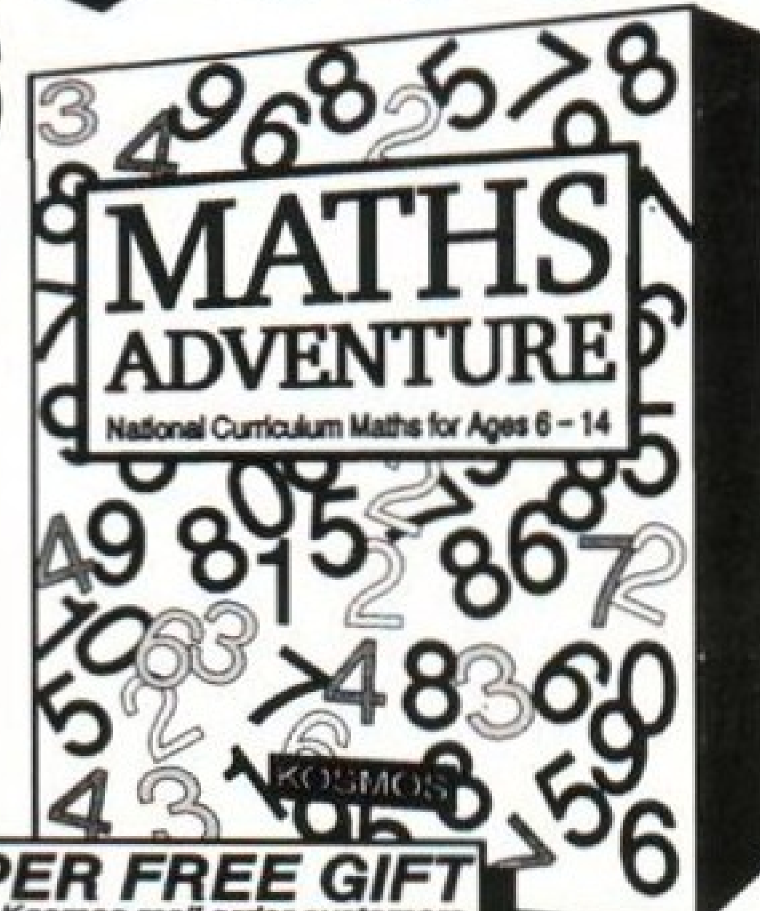

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CONCISE

I have owned my Amiga 500 for four years and ever since then computer software has been £30. Why can't it be cheaper?

Tom Barnfather, Darlington

Good question, briefly put. Let's look at it this way. A game will cost so many thousand pounds to develop and market. There are about a million Amiga owners in the UK, so software companies ought to be able to sell about 100,000 copies of a decent game. For the sake of comparison, a single in the music charts may sell about 20,000 copies to reach number one.

However, even very good games often sell less than 10,000 copies. Why? Because everyone's copying them off their friends. Consequently, prices have to be high for software houses to make any money.

Resulting questions: if everyone started buying games rather than copying them, would they suddenly get cheaper? Or if they suddenly got cheaper, would people buy them rather than copy them? I don't think either would happen.

My opinion: games ought to cost a tenner, the same as video films or music CDs. But how do we get there?

YOU'RE WELCOME!

Thank you for an unbeatable January issue. As I'm a CDTV owner I don't have access to large cash reserves to buy a commercial paint package like *Deluxe Paint*. So *Graphics Workshop*, along with my external disk drive, has put me firmly on the road to Amiga painting.

Now to make the most of this creativity program could you include a few tutorials? If my memory serves me well, you did something similar way back with *Deluxe Paint III*.

And thank you for using *Control Console* as a front-end for your Coverdisk. As you've probably guessed, CDTV is keyboardless, built with *CC* I can still use the disk.

Just one more thing. Why is ***Amiga Format*** not supporting CDTV in a big way? I mean, you haven't reviewed a single piece of software at all.

Mark Smith, Liverpool

Your wish is our command. Next issue you will see a special article on how to use Graphics Workshop *in creating your own animations. But to get the full details on using the program, you'll really have to buy the full manual from our Mail Order department.*

It's a good point about the disk, and we're working on the idea of total CDTV compatibility for the Coverdisk. As for CD coverage, you can't complain after this issue, surely? We were waiting for the A690 CD-ROM drive to become a reality, opening CD software to all Amiga owners, before we kicked in our coverage of the subject. We do like to be fair!

DOUBLE-ENDED NEEDLE

PRIZE

I have two points to put forward. Firstly, a complaint. Your letters pages are getting smaller! I love reading the letters pages, so please, please, please make them longer. (Also let's see some more Gamebusters!)

Secondly, in reply to Alex Schwassman (***Amiga Format*** 31) I use my Amiga mostly for games and I have bought Amiga Power, but I don't like it very much. I really love Amiga Format because it helps me understand more about serious side of the Amiga.

Helen C Quinton, Hornsey

Three very valuable points there, in fact. Firstly, an awful lot of you have written in saying you want more letters. Fine, though to be honest I can never quite understand why. The person who explains it to me best in a letter will win a T-shirt and something nice.

Secondly, it's our constant mission to take people who have bought the Amiga mainly for games and explain to them how much more the Amiga can do, and lead them towards exploring their own creative potential. This is why we run features explaining how you can get started in tricky areas like DTP and graphics, and why we review the hardware expansions that you can build on to your Amiga system to give it more creative power.

It's also the inspiration behind the series for beginners, Getting to grips with Workbench, which gets going properly on Page 197. If you learn to use Workbench, you also learn a lot more about how the computer works and the logic of computer programs. I'd be interested to hear any opinions from anyone who is following the series.

Thirdly, we need your input constantly. Yes, we know people find tips incredibly useful: but how do we know exactly what games you'd like to see solved in Gamebusters, for instance? Maff's always keeping on top of new cheats and solutions for the very latest games, but what about older stuff?

I'd be happy to increase the Helping Hand section of Gamebusters to several pages, if only you lot would write in and ask more questions. And it cuts both ways: if we don't know the answer, we're relying on someone out there who does to do the decent thing and chip in!

CHIPPING IN DECENTLY

With regard to the letter from a chap who wanted a case to carry his Amiga around in (***Amiga Format*** 31), Triangle Television used to sell 'flight cases' for the Amiga. Jamie Stubbs could try them on 071 874 3418, or write to them at 130 Brentwood Road, London SW18 5DD. John and David, the proprietors, are always very helpful and are great Amiga fans.

Nick Allison, Kingston-Upon-Thames

Thanks for that one.

PROBLEMS PLUS

My A500 Plus cost me £500 through HP and at the moment I cannot afford full price games so I rely on free Coverdisks and the like for entertainment. My complaint is (roll fanfare!) why oh why can't your magazine put a little 500 Plus sign on the Coverdisk to tell you immediately if the disk or even the main feature of your disk is not going to work? Look at Knightmare on the latest issue!

And when reviewing software, why don't you add an A500 Plus sign to indicate the compatibility. This would really help when faced with a whole shelf of software ranging from £8-80 where none of them say "I'll work on an A500 Plus."

Nicholas Webster, North Berwick

The introduction of the A500 Plus was a tricky time for us all. Having said that, I don't believe our record on

Continued overleaf

Christmas Prize Crossword solution

The first correct entry out of the bag was from Miss H Dewbury of Peterborough. so she'll be the lucky one going on a sporting day out of her choice courtesy of Electronic Arts. For the rest of you, here's the right answers…

P	O	P	U	L	O	U	S		A	U	S	T	R	A	L	I	A
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M	E	A	T	O	N	L	Y		R		H			S	E	V	E
O		T		R		E		T	E	C	H		M		L		C
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S	U	R	P	R	I	S	E	S		R	E	L	E	A	S	E	D

A500 Plus-compatible disks has been as bad as a couple of letters I've read have made out. None of the disks up to the November 1991 issue can be guaranteed A500 Plus compatible, because the machine didn't even exist in this country before then. Our December 1991 issue carried the full story of the new machine, including the only real investigation into incompatibility problems - other magazines simply followed the information we had disclosed.

The OctaMED *program on the December issue would not work on the A500 Plus at the time, and we did state this on the label. In the following issue we explained how it could easily be corrected to work fine on the new Amiga.* The Blues Brothers *demo on the same issue, owing to poor programming by Titus, did not work on a variety of machines, but we corrected this and all readers who have requested it have been sent a corrected version.*

On the January 1992 issue, all the programs were A500 Plus compatible - no mean feat considering that this included two major, complete, full-price software packages which we had to have reprogrammed specially for the issue.

We were surprised by the Knightmare *demo on the February 1992 issue not working on the A500 Plus, but it came in after the magazine's cover and disk labels had been printed, so there was nothing we could do to warn you. Again, this was swiftly corrected and new versions have been sent out to anyone who requested them as well as a simple correcting program appearing on this month's disk.*

All in all, I think we've done all we can to ensure that A500 Plus owners get disks that work, even if this has meant sending out new disks at great expense.

"Sorry that this is such a long answer to a short letter, but I think it's an important issue."

On the Coverdisk of this very issue you will see the little symbol you asked for that reassures A500 Plus owners that the items on the disk have been checked, and will work, on an A500 Plus. This will continue to be the case until we are happy that all software you buy and all software we run on the Coverdisk will definitely be programmed to work, and the 'A500 Plus compatible' flash becomes redundant. We are committed to ensuring that all disks are fully compatible with all Workbench 1.3 and 2 machines.

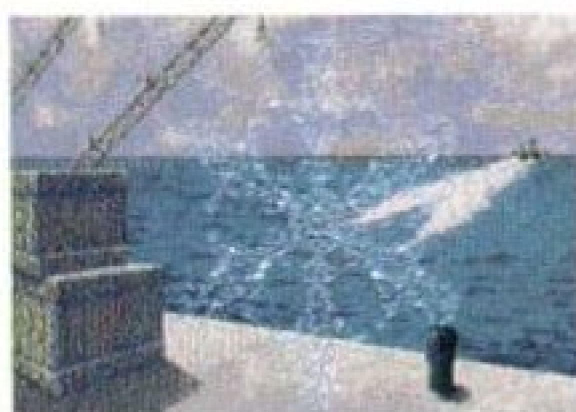
As for the suggestion of a sign on reviews to indicate that a program works, this should already be unnecessary. All software houses are fully aware of the A500 Plus and all software that has gone on sale since December should be fully A500 Plus compatible.

If you discover any that aren't, you should whinge to the software house concerned, who should be willing to correct the problem. You should also write and inform us: I've only had one reader mention to me that he had found problems with software.

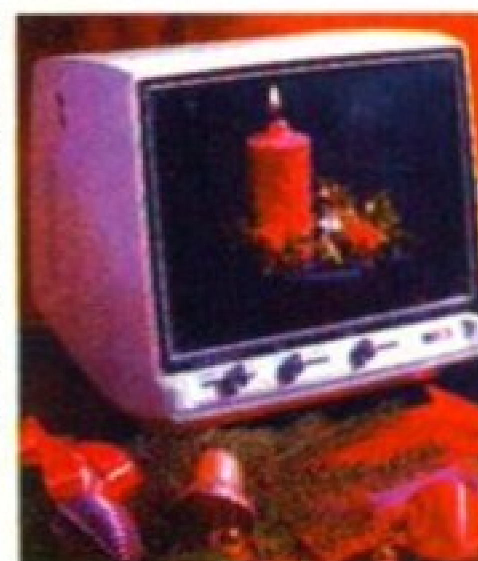
The only remaining problem for A500 Plus owners will be older software, released before December, that's still on the shelves or advertised in magazines or catalogues. Here, we can help. If you send an SAE to A500 Plus Incompatibility List, Clare Hodgson, **Amiga Format**, *30 Monmouth Street Bath BA1 2BW we will send you, free of charge, a list of software that we know has been tested and will not run on an A500 Plus. And I think that's above and beyond the call of duty! Sorry that this is such a long answer to a short letter, but I think it's an important issue.*

Were you a lucky one? Christmas compo prize winners

SPOT THE SNOWFLAKE



The winner of this unusual little competition was Rob Shelton of Nottingham, who correctly found the mysterious snowflake floating above the water in this picture from the *Strike Fleet* review on Page 136 of Issue 30.



The Christmas card he sent us with his entry on was described by the judges as "very, very duff indeed. Probably the poorest we've ever seen." It wins Rob an **Amiga Format** T-shirt. Here's that card...

I KNOW MORE THAN PAUL GAMBACCINI

The man who proved his immense musical knowledge is Matthew Clarke, Kingston Upon Thames, who'll be getting a MIDI interface and a £50 record token courtesy of **Amiga Format**. Here's where the titles were from...

"Join the rhythm of machines"
from 'Machineries of Joy' by Die Krupps,
"I need a unit to sample and hold"
from 'Sample and Hold] by Neil Young,
"Take a beatbox"
from 'Hit the Hi-tech Groove by Pop Will Eat Itself.

DRESSING ROOM MIRRORSOFT

Somewhat awkward, this, because Mirrorsoft have ceased trading in the wake of the 'Robert Maxwell imitates a whale but forgets to come up for air' affair. As long as Sensible Software are able to release the *Mega-lo-Mania* data disks, AD Daly of Southampton and AG Mayell of Portland will appear in them as villains.

QUOTE O' MONTH 30

A fine effort by Gavin Williams, Dartford. who identified the seasonal "Christmas? Bah, humbug!" as being from the mouth of Dickens's fictional character Ebeneezer Scrooge. T-shirt on the way.

G-LOC-KENSPIEL

Those Birmingham-based games guys, US Gold, will be presenting M Bloor of Downham with a fabulous Sony video walkman and runners-up Derek Maule of Co Durham and Stuart Orrin of Manningtree will get a Gamegear hand-held console with a US Gold game of their choice. But what you want to know is: what were the correct answers...?

- *G-Loc* is the arcade flying follow-up to the famous *Afterburner* of three years ago.
- James Stewart played Charles Lindbergh, making the first solo crossing of the Atlantic, in the film *Spirit of St Louis*.
- The author of the book *The Right Stuff* was Tom Wolfe, who also wrote *Bonfire of the Vanities*.
- The film *The Blue Max* gets its title from a medal awarded to German pilots in WW1.
- It's the Oblivion Boys, Mark Arden and Steven Frost, who appear in the Carling Black Label ads.
- Star of *633 Squadron* was the Mosquito: "I'm going to put you in for a medal, and when it comes through I'm going to pin it on your tail".
- Tom Cruise's best buddy in *Top Gun* was played by Anthony Edwards.
- Missing was missing from "One of our Aircraft is..."
- The Lancaster bomber was the star of *Dambusters*.
- And Dick Dastardly and Muttley were, of course, trying to Catch the Pigeon!

FOOD OF LOVE

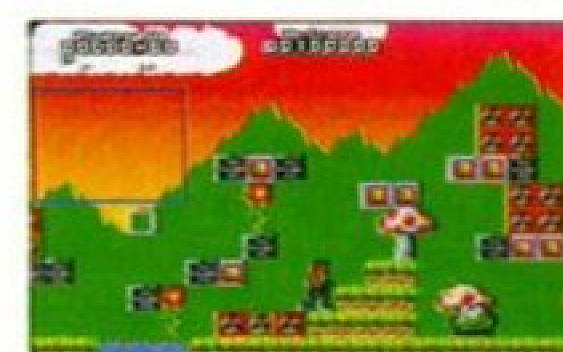
Zon, distributors of top sequencer Dr T's *KCS*, will be sending an amazing home studio set-up to Steve Wilkes of Redditch. Runners up Catherine Paulton of Blackburn and J Dewdney of Horsham win a copy of Dr T's Tiger Cub. Here's the answers...

- Acker Bilk made 'Stranger on the Shore' famous.
- *West Side Story* was scored by Leonard Bernstein, who also pops up in REM' 'End of the World'.
- The Seven Brothers had Seven Brides, natch.
- In the Who song 'Free Me', it was train robber McVicar making the plea for release.
- Lee Marvin was born under a Wandering Star.
- And of course it was Clint Eastwood who made his film debut singing 'I Talk to the Trees' in the same film, *Paint your Wagon*. Wot a gurl!
- *Dallas* star Howard Keel had previously been big in Hollywood musicals in the Forties and Fifties.
- 'Pinball Wizard' was sung by Elton John in the film *Tommy*, but it was Pete Townsend who wrote it.
- Barbara Streisand was the one who directed *Yentl*.
- And the director of the film *A Chorus Line* was, of course, Richard Attenborough. Dear Dicky...

Spot the shot 32



Simply identify the game that this small portion of a screenshot is from, write it on a postcard with your name and address and send it to Spot the Shot 32, **Amiga Format**, 30 Monmouth St Bath BA1 2BW. You could win an **Amiga Format** T-shirt!



Winner of Spot the Shot 30 was Anthony Page of Bristol, who identified a small portion of the sky from *Captain Planet*. An Amiga Format T shirt is on the way!



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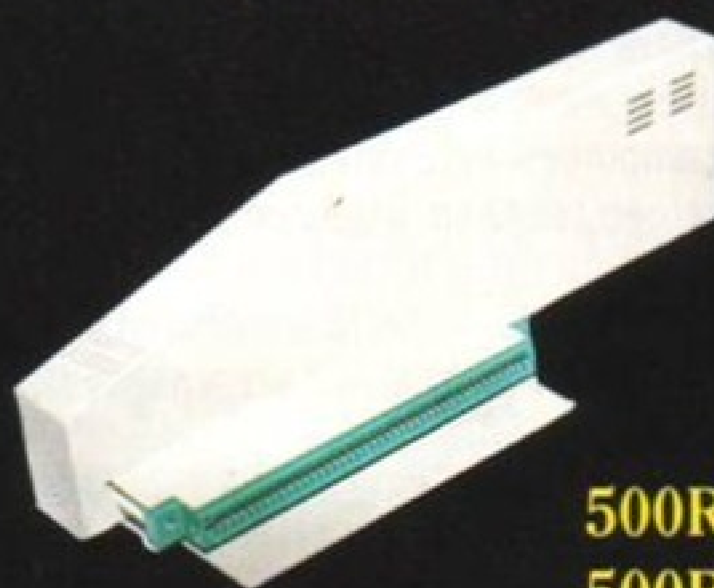
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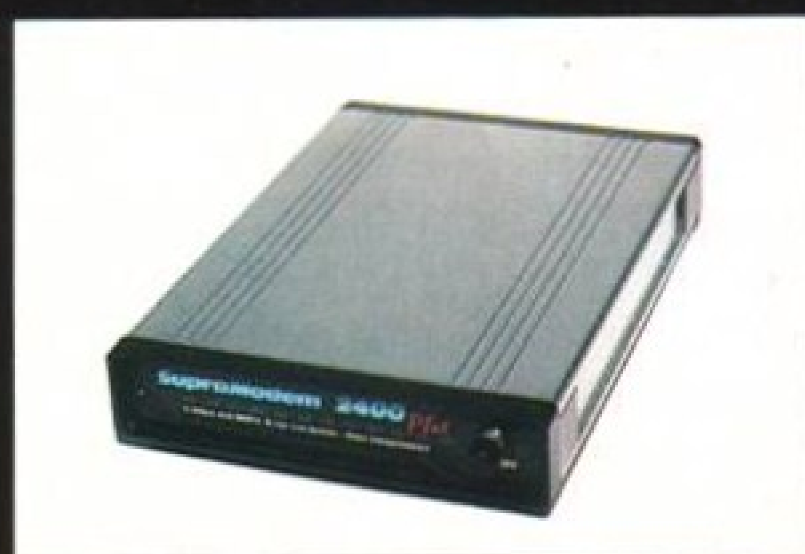


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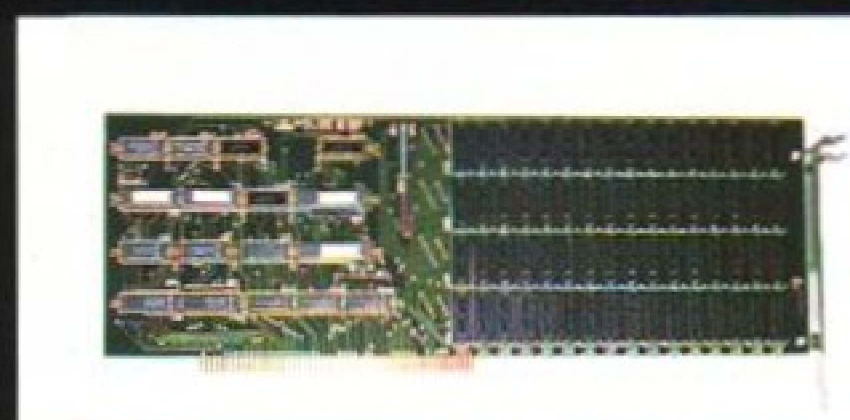
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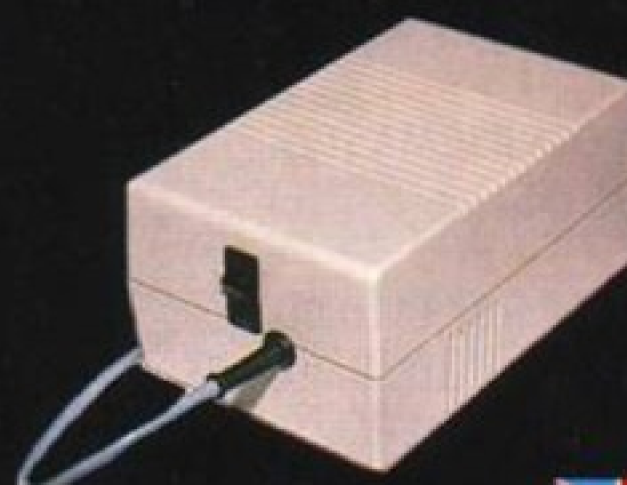


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There will also be clear, concise information and some exciting ideas for anyone considering buying a memory upgrade. And, of course, much more besides. But to find out exactly how much, you'll have to wait until March 12...

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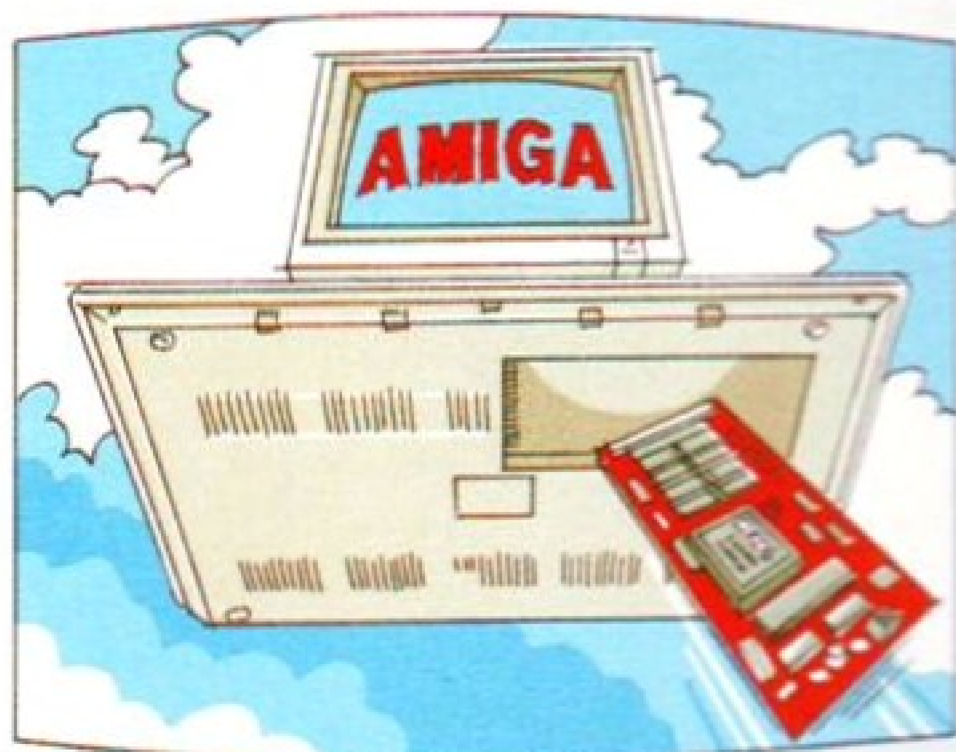
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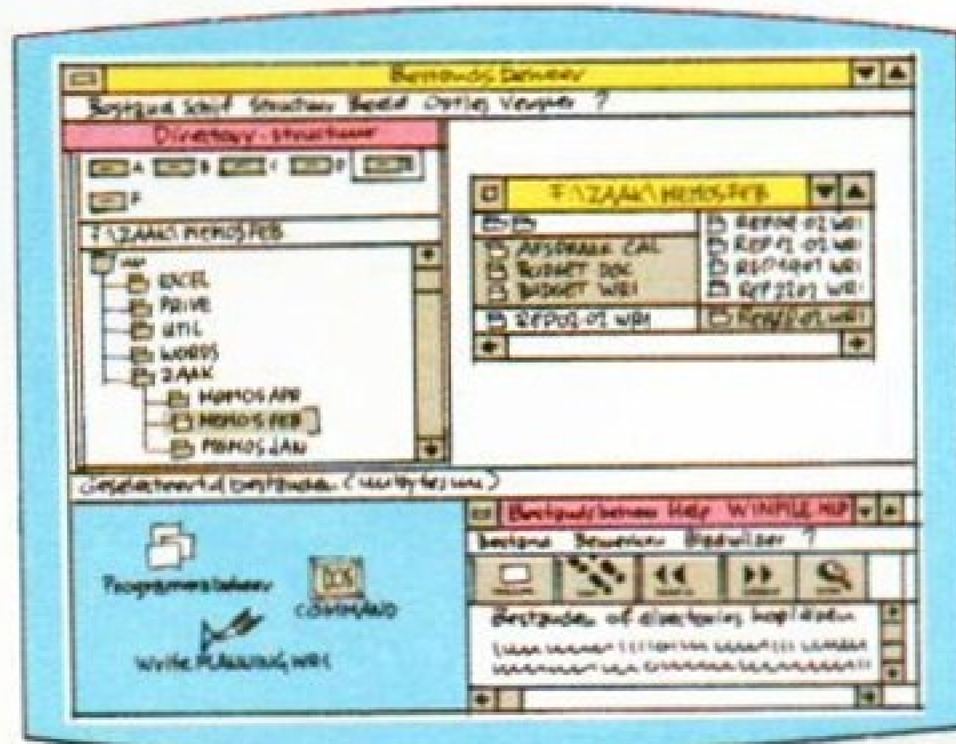


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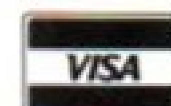
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